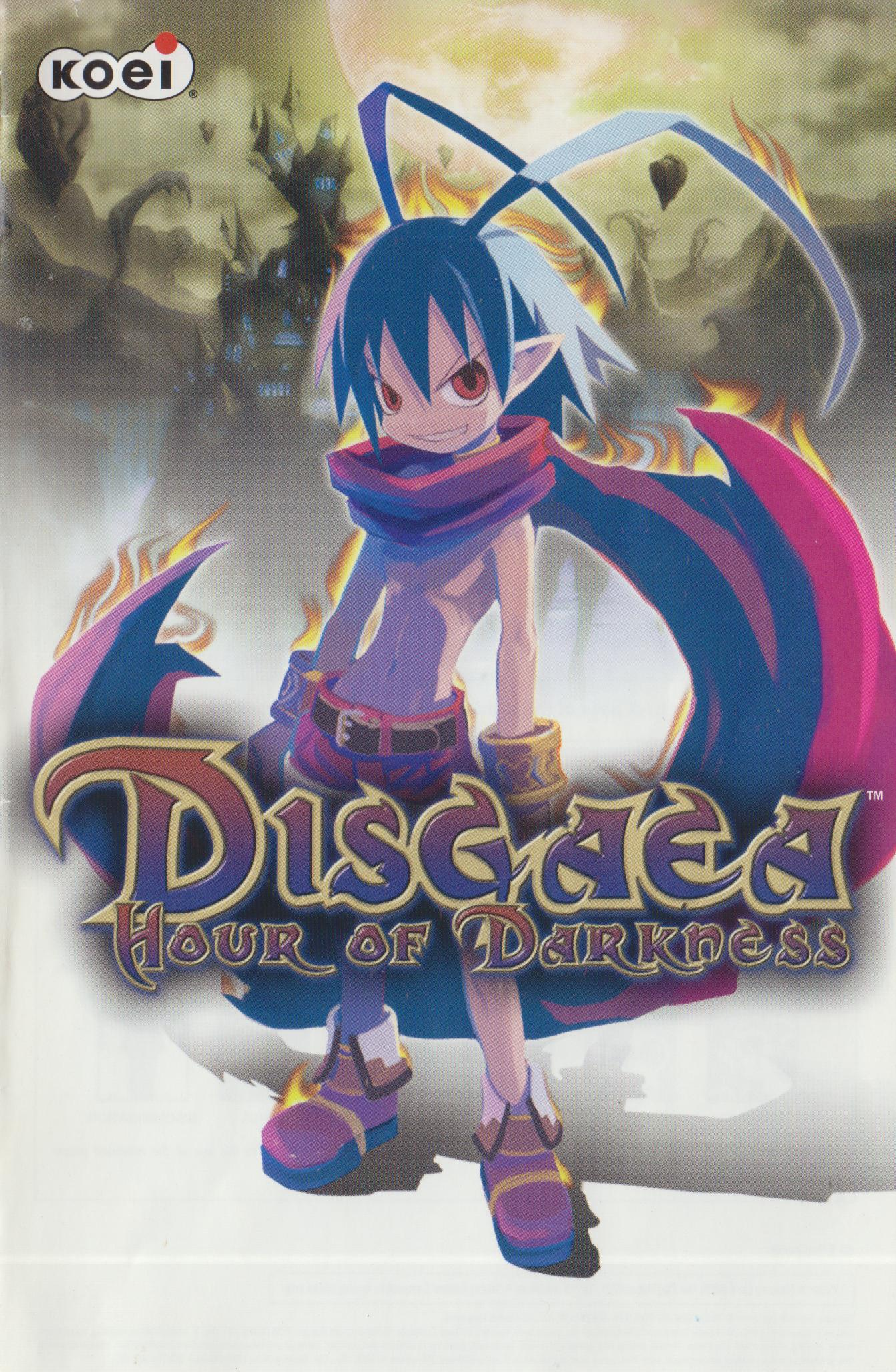
KOEI®



Disgaea™
Hour of Darkness

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+™ 7+™ 12+™ 16+™ 18+™

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52458

1 Player • Memory Card (8MB) (for PlayStation®2) : 385KB minimum • Analog Control Compatible: analog sticks only

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Thank you for purchasing "Disgaea: Hour of Darkness" for the PlayStation®2 computer entertainment system. Please read the instructions thoroughly before playing.

King Krichevskoy,
the mighty ruler of the Netherworld…

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Battle System

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Netherworld Military Strategy: Two Major Assets 15
Netherworld Military Strategy: Geo Tactics 20
Nullifying All Geo Panels 21
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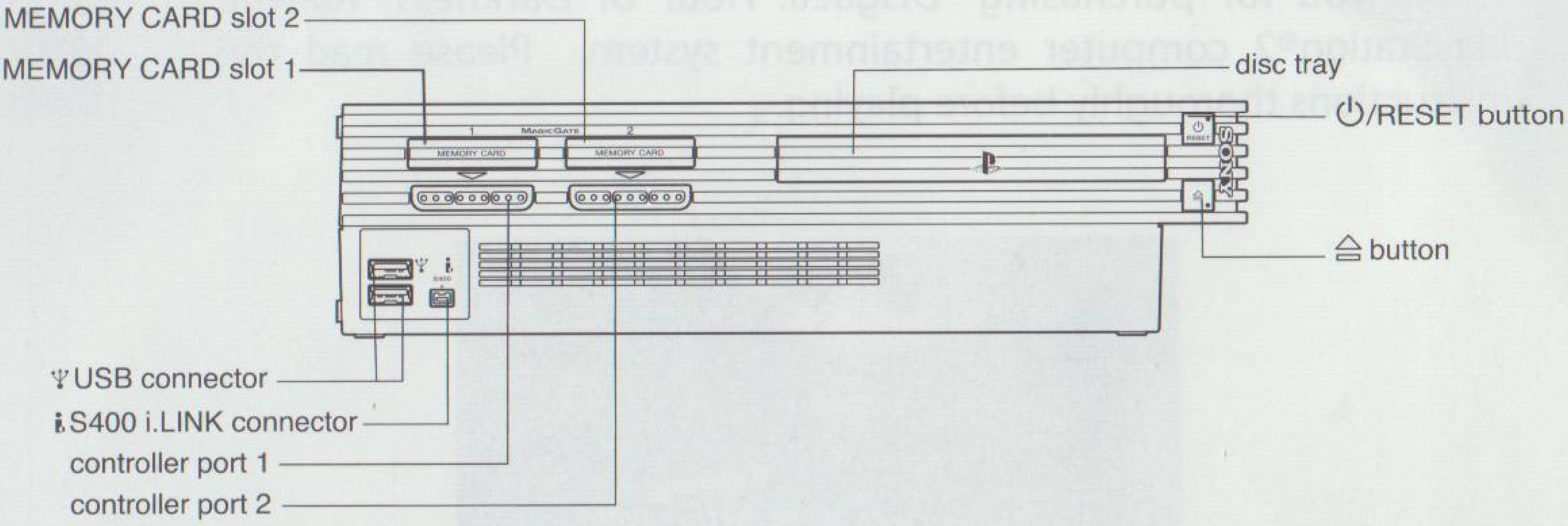
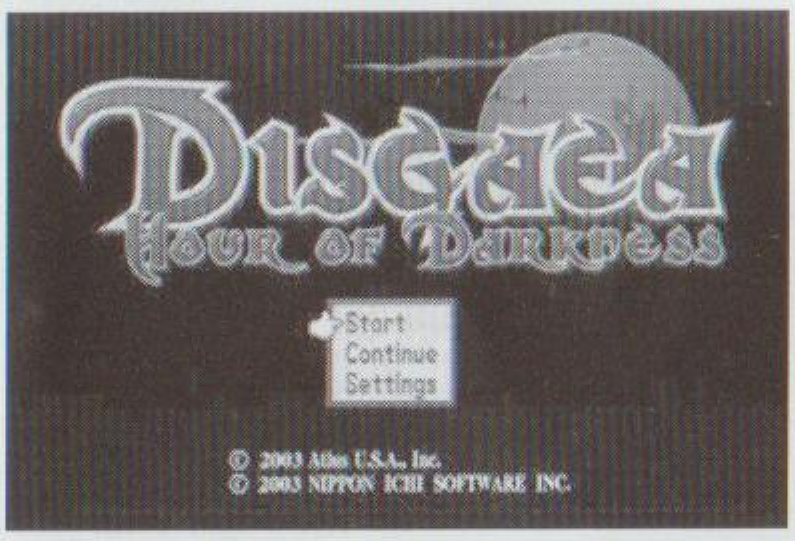

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
⏻/RESET button
⏏ button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
MEMORY CARD
MAGICGATE
1
2
SONY
RESET

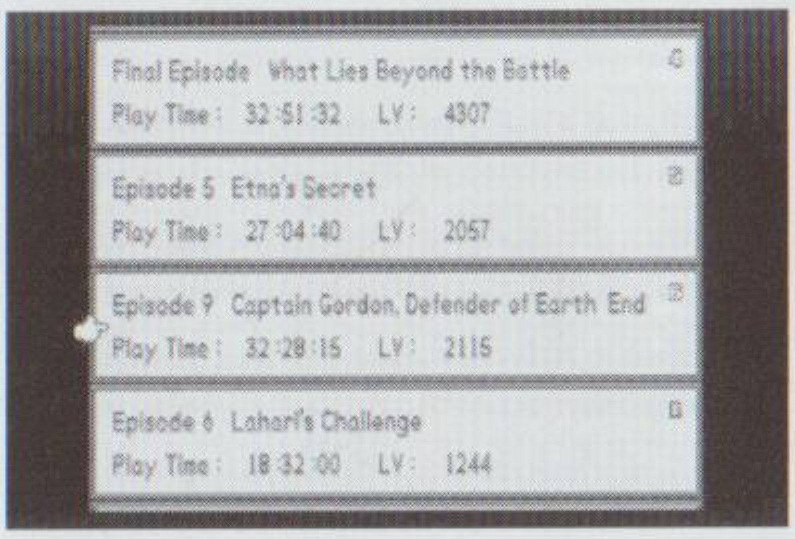
Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ /RESET button. When the power indicator is green, press the ⏏ button and the disc tray will open. Place the **DISGAEA: HOUR OF DARKNESS**™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. It is advised that you do not insert/remove controllers or other accessories once the power is turned on.


Disgaea
Hour of Darkness
Start
Continue
Settings
© 2003 Atlus U.S.A., Inc.
© 2003 NIPPON ICHI SOFTWARE INC.

STARTING THE GAME

When you insert the game and turn on the PlayStation®2 computer entertainment system, you will be taken to the Title Screen. If you are starting from the beginning, please select "Start". If you are continuing from a previously saved game, please select "Continue".

* In order to make gameplay smooth, this game takes approximately 20 seconds to load up in the beginning.



Final Episode What Lies Beyond the Battle
Play Time : 32:51:32 LV : 4307

Episode 5 Etna's Secret
Play Time : 27:04:40 LV : 2057

Episode 9 Captain Gordon, Defender of Earth End
Play Time : 32:28:15 LV : 2115

Episode 6 Lahari's Challenge
Play Time : 18:32:00 LV : 1244

SAVING YOUR PROGRESS

[Saving to a memory card (8MB)(for PlayStation®2)]

By pressing the △ button in the Overlords Castle, a menu will appear and you can select "Save". Make sure you have a memory card (8MB)(for PlayStation®2) with at least 385KB of free space inserted into MEMORY CARD slot 1. Select the space where you want to save and you will be able to record your progress.

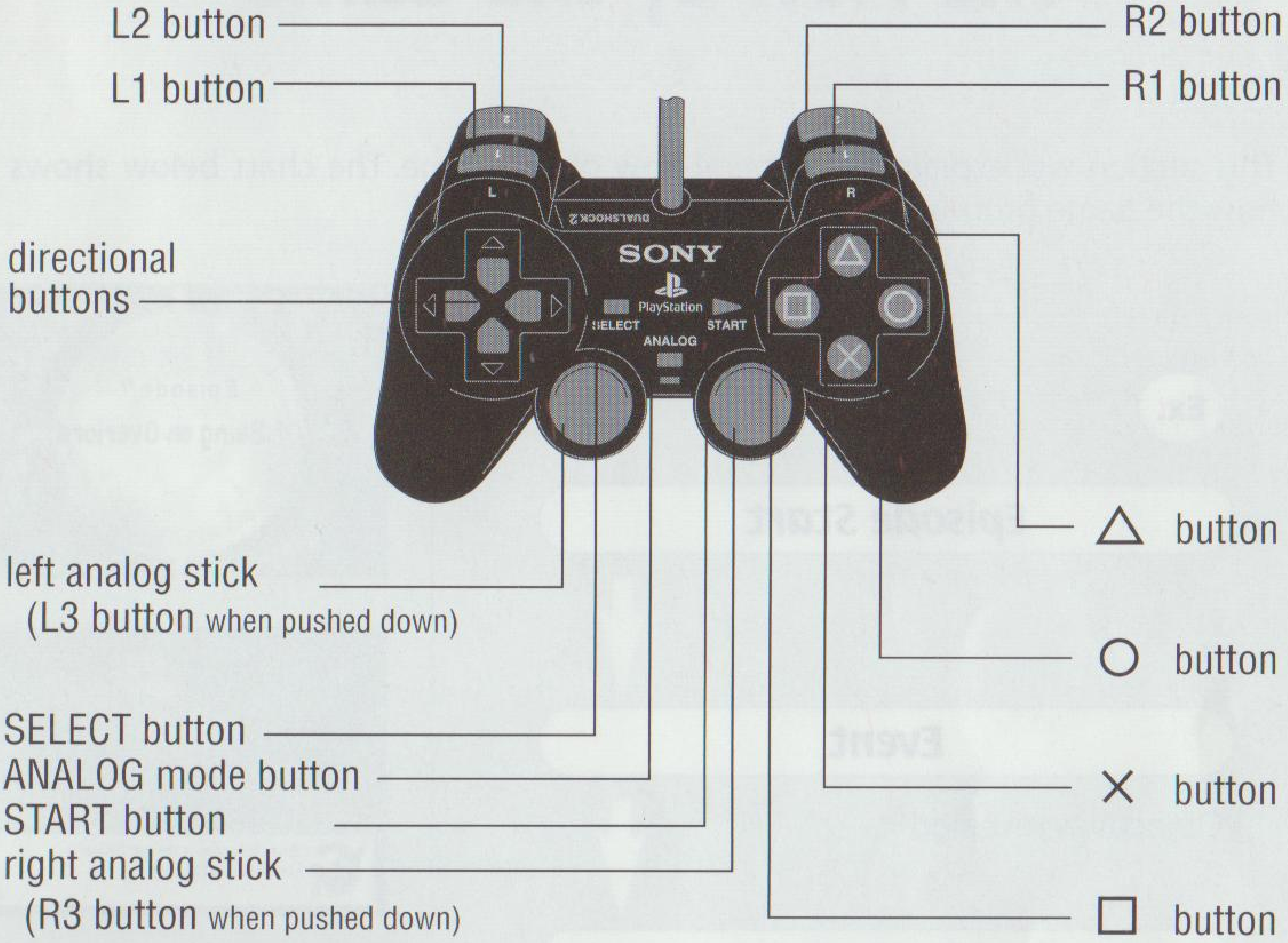
* In order to save, a memory card (8MB)(for PlayStation®2) is required.

* Please do not do the following while saving:

- Turn the MAIN POWER switch off
- Press the ⏻ /RESET button
- Remove the memory card (8MB)(for PlayStation®2)

Doing any of the above may result in loss of data.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION


L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
△ button
○ button
× button
□ button
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2
L
R

directional buttons	Move character/cursor
○ button	Cancel
× button	Confirm, skip message
△ button	Open menu
□ button	*Area Map*: When the cursor is pointing to a character, holding the □ button while pressing one of the directional buttons will change the direction he/she faces. *Status Screen*: Change page
L1 button	Rotate area map clockwise
R1 button	Rotate area map counterclockwise
L2 button	Zoom in/out on the area map
R2 button	Move cursor to characters who have not yet moved
SELECT button	Turn Geo Effect Display on/off
ANALOG mode button	Switch between Analog Mode (indicator: red) and Digital Mode (indicator: off)
Mode indicator	*Analog Mode (indicator: red):* Left analog stick can be used in place of the directional buttons

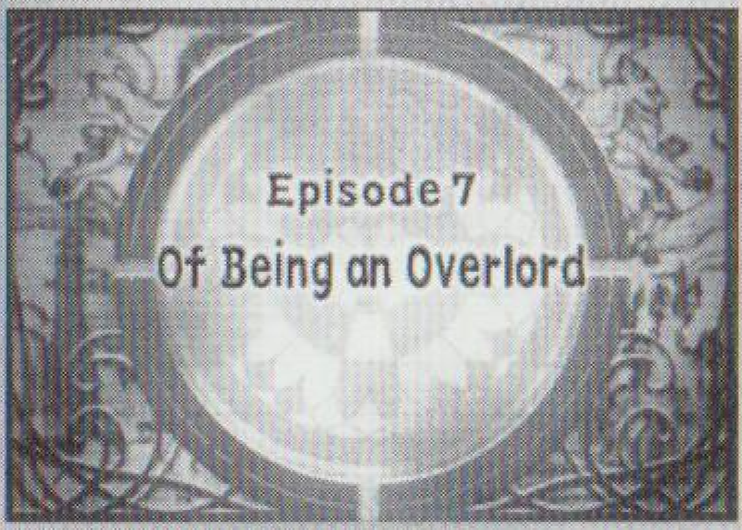
*This game does not use the vibration function.

The Flow of the Game

This section will explain the general flow of the game. The chart below shows how the game progresses.

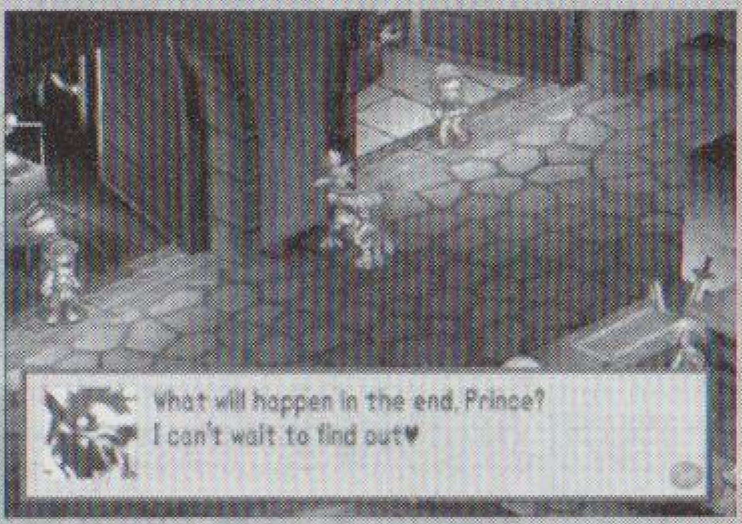
Ex.

Episode Start


Episode 7
Of Being an Overlord

Event

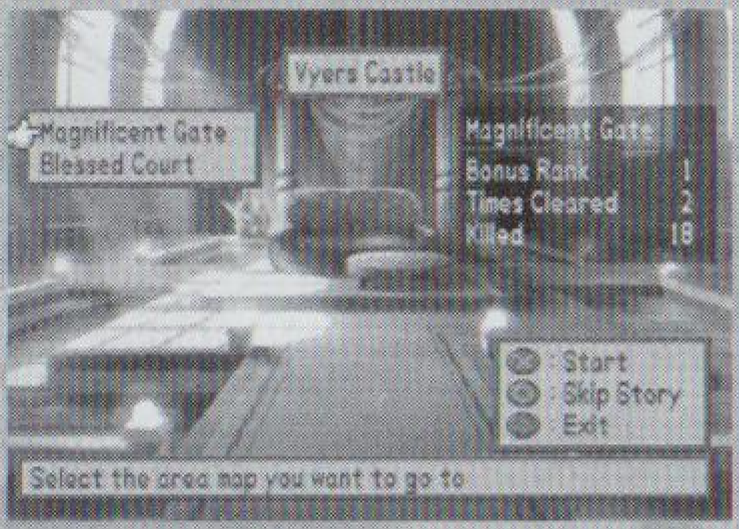
Objectives revealed



What will happen in the end, Prince?
I can't wait to find out♥

Overlords Castle

Shops/Hospital/Gather Info/
Assembly/Item World/Save


Vyers Castle
Magnificent Gate
Blessed Court
Magnificent Gate
Bonus Rank 1
Times Cleared 2
Killed 18
: Start
: Skip Story
: Exit

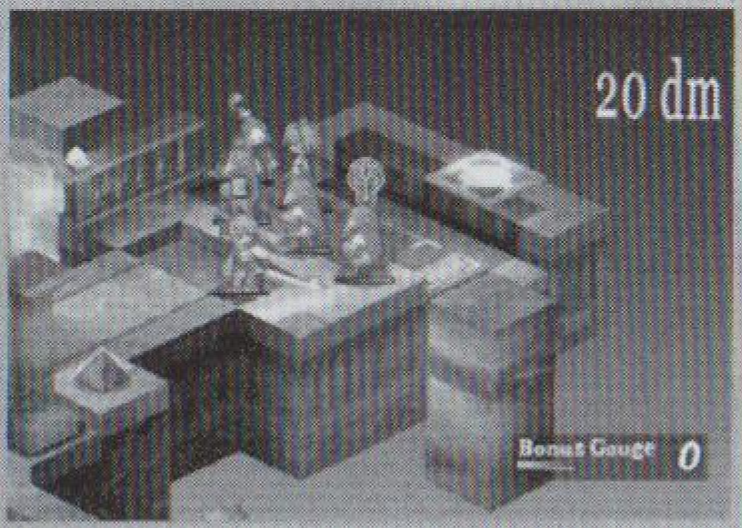
Select the area map you want to go to

Area Map Selection

Select destination

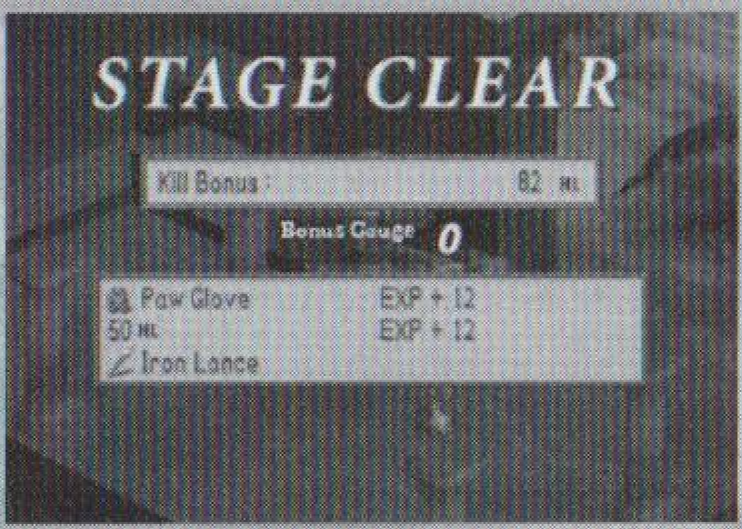
Area Map

Battle/Event


20 dm
Bonus Gauge 0

Episode End

Objectives completed!
On to the next episode...


STAGE CLEAR
Kill Bonus : 82 HL
Bonus Gauge 0
Paw Glove EXP + 12
50 HL EXP + 12
Iron Lance

There are 14 episodes in all.
However, the final ending will depend on how you play.

The Overlords Castle

Shops/Hospital/Gather Info

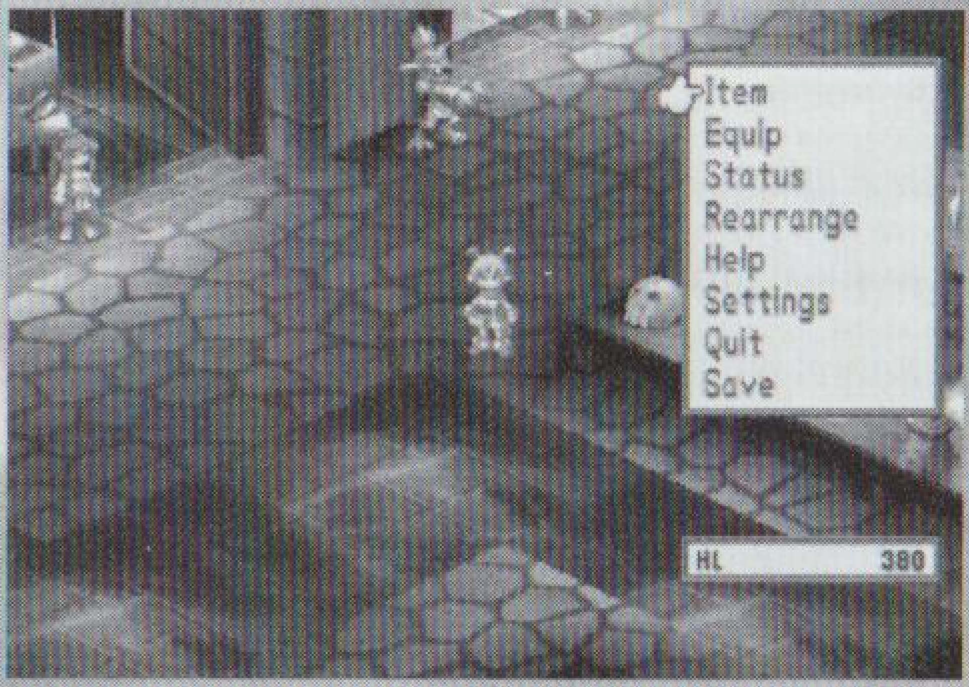
Here you control Laharl and can talk to your vassals or buy items.

Controlling Laharl

Use the directional buttons to move Laharl.
If you press the × button near a vassal, you can talk to him/her.

The Command Menu

By pressing the △ button in the Overlords Castle, a menu like the one below will be displayed.



Item	View the items that your characters are carrying, or transfer them to and from the Warehouse.
Equip	View or change characters equipment.
Status	View the status of each of your characters.
Rearrange	Rearrange the list of party members manually, or sort them automatically by level, with humanoids first, with monsters first, etc.
Help	Learn the basics of battle.
Settings	Change the cursor mode and/or sound output.
Quit	Return to the Title Screen.*
Save	Save your progress.

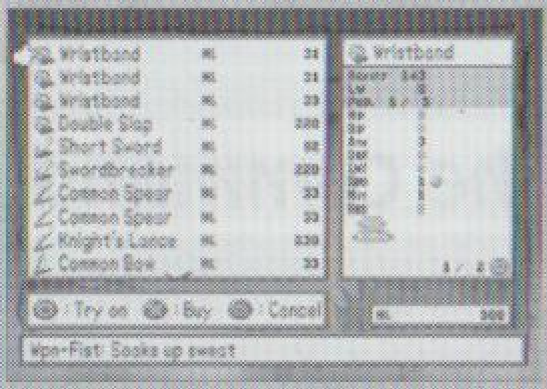
*If you have not saved, your progress will be lost.

Shops

Talk to the cashier at the Rosen Queen Co., Netherworld Branch, and youll be able to buy and sell items. The currency used in the Netherworld is known as “Hell” (HL). All available items are on display, and only one of each is in stock. Every time you visit the shop, the item selection may be different, or the items stats may have changed, so its best to drop by frequently.

You can submit proposals to the Dark Assembly requesting changes to the stores selection.

<Weapons Shop>
Welcome to the Rosen Queen Company,
Netherworld Branch.



Wristband
Wristband
Wristband
Double Slap
Short Sword
Swordbreaker
Common Spear
Common Spear
Knight's Lance
Common Bow

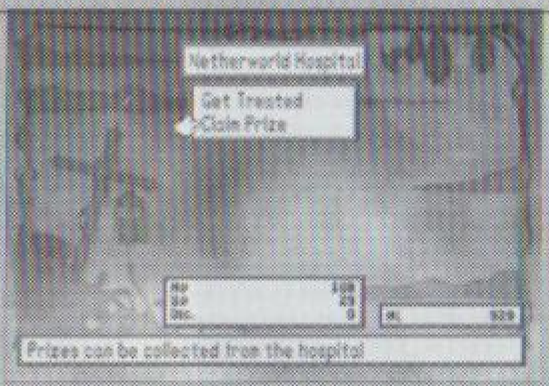
Wpn-Fist: Soaks up sweat

Netherworld Hospital

You can recover lost HP and SP at the Netherworld Hospital. The cost will vary depending on the amount of HP/SP restored.

Special Promotion!

At the Netherworld Hospital, you can earn prizes for receiving treatment. The more you get hurt, the more prizes you can earn!

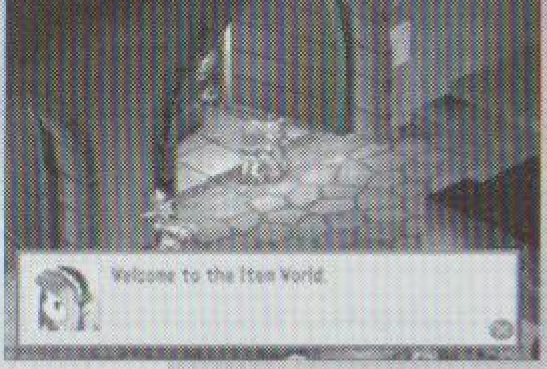


Prizes can be collected from the hospital

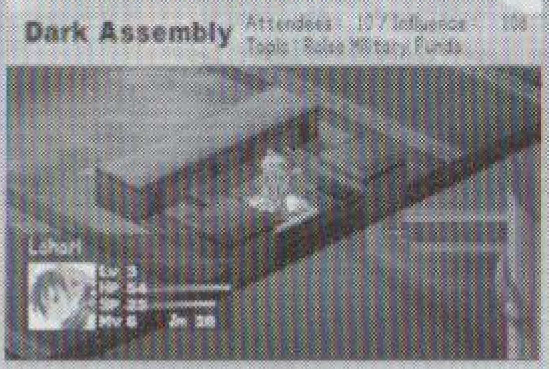
Other Places to Visit

The Dark Assembly and the entrance to the Item World are also located inside the Overlords Castle. Visit them to create characters and strengthen your items.

See p.15 regarding the Dark Assembly. See p.18 regarding the Item World.



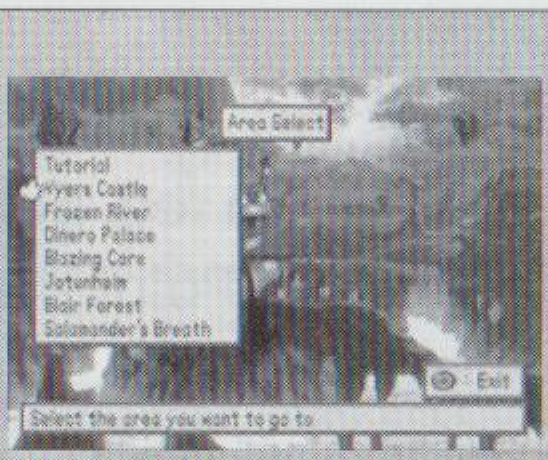
Welcome to the Item World.



Topic : Raise Military Funds

Selecting a Destination

Area Select


Area Select
Tutorial
Vyers Castle
Frozen River
Dinero Palace
Blazing Core
Jotunheim
Blair Forest
Salamander's Breath
Exit

Select the area you want to go to

Through events and conversations in the Overlords Castle, new areas will become available for you to visit.

Each area contains sub-areas which will be referred to as area maps. After choosing a particular area, you can select the area map you would like to go to. Progress is made in the game by clearing area maps.

Area Map

TOTAL DAMAGE : 0

A 3D map like the one pictured to the right is called an area map. All battles (turn based) are carried out on area maps. Using a turn-based battle system, the player and the computer alternate taking turns issuing commands to their units.

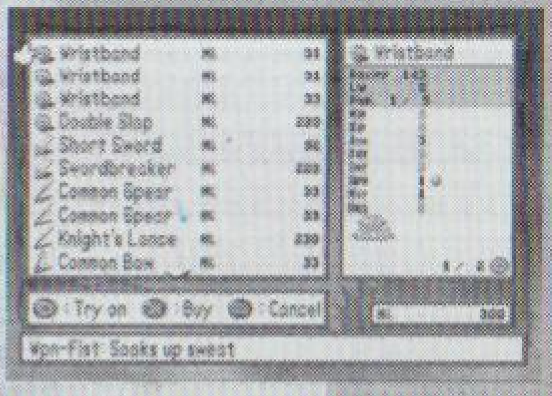
Dispatching Characters

If you point the cursor at the Base Panel on the area map and press the × button, a list of characters available to be dispatched will be displayed. You can dispatch a character by selecting him/her and pressing the × button. You can only dispatch one character at a time, and remember that you may only have 10 characters on the map at any given time.

Character Commands

To battle the enemy, select each of your allies and give him/her orders from the Character Command Menu. During a single turn, each character may move once and also perform an action, such as attack, use a Special Technique, lift and throw an object, or use an item.

*The commands "Equip" and "Status" can be selected as many times as you please. (Note that you cannot change equipment once you have performed an action.)


Wristband
Wristband
Wristband
Double Slap
Short Sword
Swordbreaker
Common Spear
Common Spear
Knight's Lance
Common Bow
Wristband
: Try on
: Buy
: Cancel

Wpn-Fist: Soaks up sweat

Move

When this command is selected, the characters movement range will be displayed in red. Select the spot where you want the character to move to within this range. Point the cursor at the character and press the ○ button to cancel a movement.

Attack

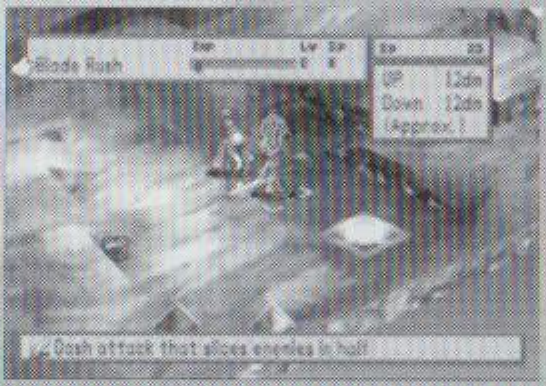
When this command is selected, the characters attack range will be displayed in blue. The range will vary depending on the weapon equipped. Once youve selected a target, the order to attack will be completed. In order to commence the attack, open the Area Map Menu by pressing the △ button and select "Execute" or "End Turn". Press the ○ button to cancel the order to attack.

Special

When this command is selected, a list of the characters Special Techniques will be displayed. The following will be included:

- Techniques specific to that character
- Techniques that have been mastered with the currently equipped weapon
- Magic

Once youve selected a technique and a target, the command will be completed. In order to execute the order, bring up the Area Map Menu by pressing the △ button and select "Execute" or "End Turn". Press the ○ button to cancel the command. Remember, SP are required to perform Special Techniques.

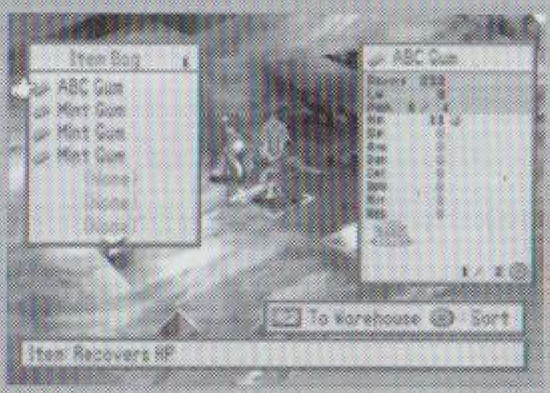


Dash attack that slices enemies in half

Tera Fire
TOTAL DAMAGE 0

Item

Items in the partys inventory can be used by selecting this command. Be sure to note an items effect and range to use it wisely.



Item: Recovers HP

Lift / Throw

20 dm
Bonus Gauge
0

When "Lift" is selected, a character can pick up an ally or enemy adjacent to him/her. If there is no one near the character, this command cannot be used. Although the character being lifted cannot perform any actions, he/she cannot be attacked either. Once a character has been picked up, selecting "Throw" and choosing a direction and distance will allow you to throw him/her. There are many uses for the "Lift" and "Throw" commands, so be sure to experiment!

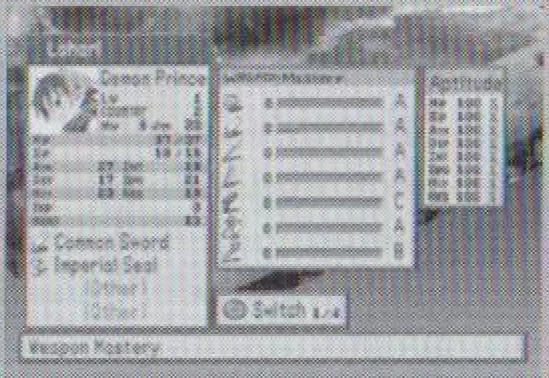
Defend

When "Defend" is selected, a characters DEF will temporarily be increased. However, his/her ability to counter will decrease.

Equip

This command allows you to change a characters equipment. It is a good idea to change weapons based on a characters abilities and his/her distance from the enemy.

Status



This command can be selected to view a characters status.

5 dm
Laharl
Bonus Gauge
0

5 dm
Etna
Bonus Gauge
0

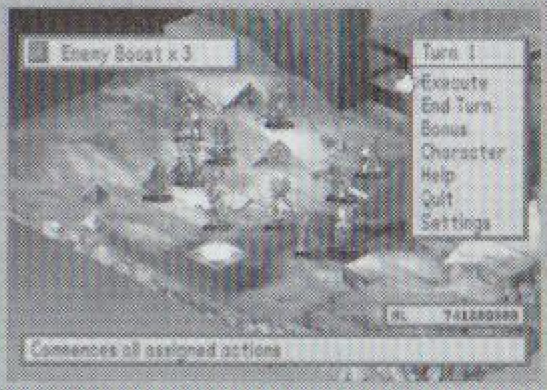
- If you point to a character with the cursor and press the ○ button, you can cancel any action youve assigned. You cannot, however, cancel actions that have already been executed.
- A character that has completed his/her turn has an "E" displayed over his/her head. The direction the character is facing can still be changed, though.
- To change the direction a character is facing, hold down the □ button and press one of the directional buttons.

Area Map Commands

By pressing the Δ button on the area map, you can open a menu with the following commands:

Execute

Used to commence all assigned attacks.


Enemy Boost x 3
Turn 1
Execute
End Turn
Bonus
Character
Help
Quit
Settings

Commences all assigned actions

End Turn

Used to end your turn.
It will then become the enemys turn.

Bonus

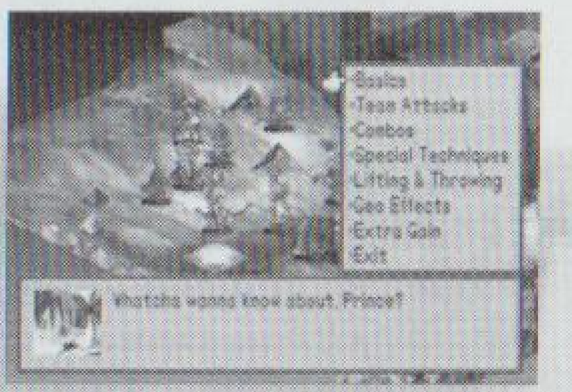
When this choice is selected, the bonuses you can earn for the area map will be displayed. The list corresponds to the Bonus Gauge located at the bottom-right of the screen. For example, when the Bonus Gauge reaches 1, youll earn the bonus listed under the "1" heading. In general, you can build up the Bonus Gauge just by attacking.

Character

A list of all characters on the map (allies and enemies) will be displayed when this choice is selected.

Help

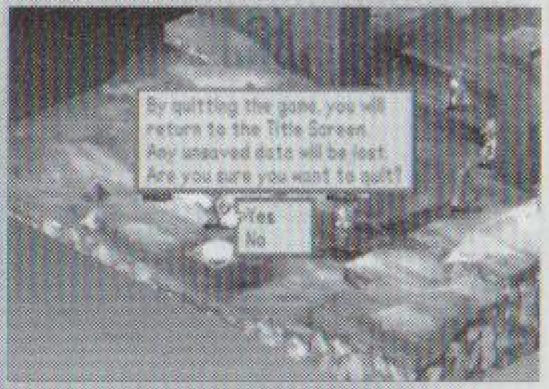
Choosing this option will allow you to review the basics of battle.


Basics
Team Attacks
Combos
Special Techniques
Lifting & Throwing
Geo Effects
Extra Gain
Exit

Whatcha wanna know about, Prince?

Quit

Select "Quit" to return to the Title Screen. Note that if you have not saved, your progress will be lost.



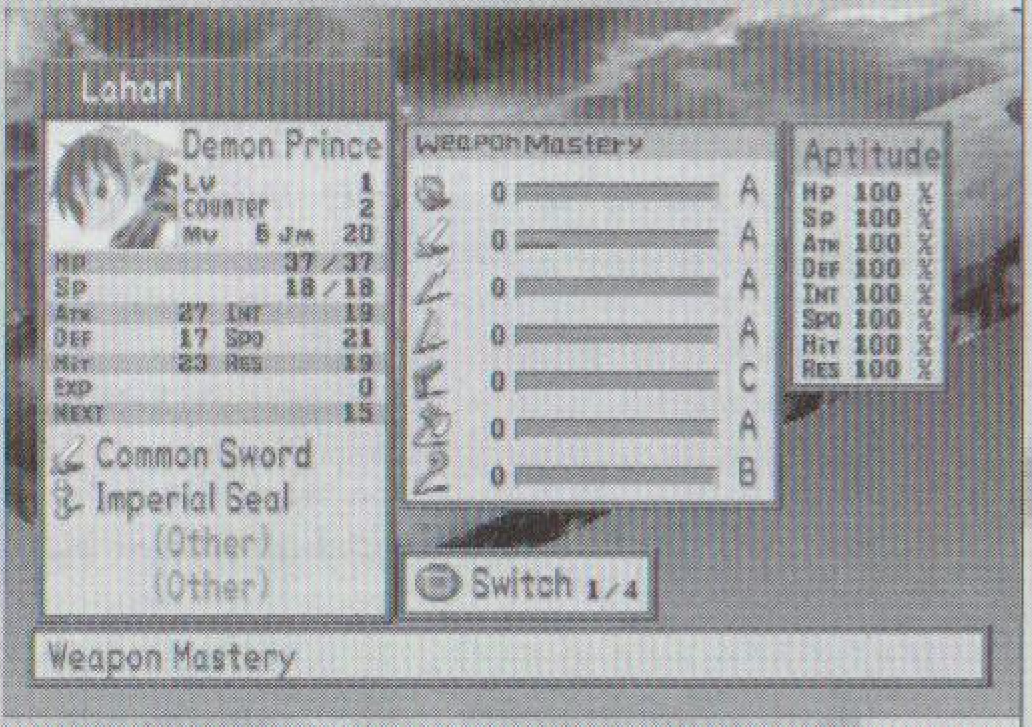
By quitting the game, you will return to the Title Screen. Any unsaved data will be lost. Are you sure you want to quit?

Settings

When this is selected, you will have the option of changing the cursor mode and/or sound output.

Character Stats & Battle Results

Character Stats



```
Laharl
Demon Prince
LV            1
COUNTER       2
MV    6 JM   20
HP       37 / 37
SP       18 / 18
ATK  27 INT  19
DEF  17 SPD  21
HIT  23 RES  19
EXP           0
NEXT         15
Common Sword
Imperial Seal
(Other)
(Other)

Weapon Mastery
0  A
0  A
0  A
0  A
0  C
0  A
0  B

Aptitude
HP  100 %
SP  100 %
ATK 100 %
DEF 100 %
INT 100 %
SPD 100 %
HIT 100 %
RES 100 %

Switch 1/4

Weapon Mastery
```

LV	Level
COUNTER	Number of counters the character can perform
MV	Number of panels character can move across in a turn
JM	Jumping ability. The character can climb the displayed number of DM
HP	Life. A character will be killed if his/her HP reach 0. HP can be recovered with items, magic, or at the hospital
SP	Needed to use Special Techniques. SP can be recovered with items or at the hospital
ATK	Attack power
INT	Intelligence. Affects magic power
DEF	Defensive strength
SPD	Speed. Affects ability to dodge
Hit	Accuracy
RES	Resistance to enemy magic
EXP	Experience points accumulated
NEXT	Experience points needed to level up

Leveling Up

By defeating enemies and gaining experience, your characters can level up. When a characters level goes up, his/her stats will increase. Some characters may also learn Special Techniques at that time.

Winning Condition

In order to clear an area map, you must kill all enemies on the map.

Game Over

If all 10 of your dispatched characters are killed, the game is over. You will need to restart from a saved game.

Netherworld Military Strategy

Combat Techniques

Team Attacks

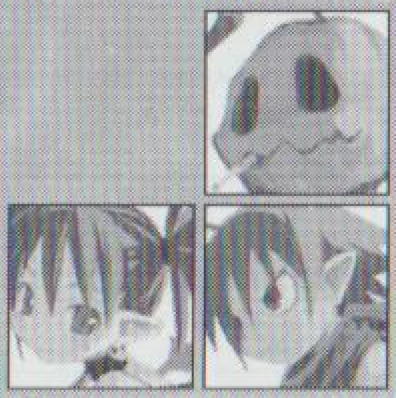
When a character attacks an enemy, if there are allies next to him/her, there will be times when a Team Attack will occur.

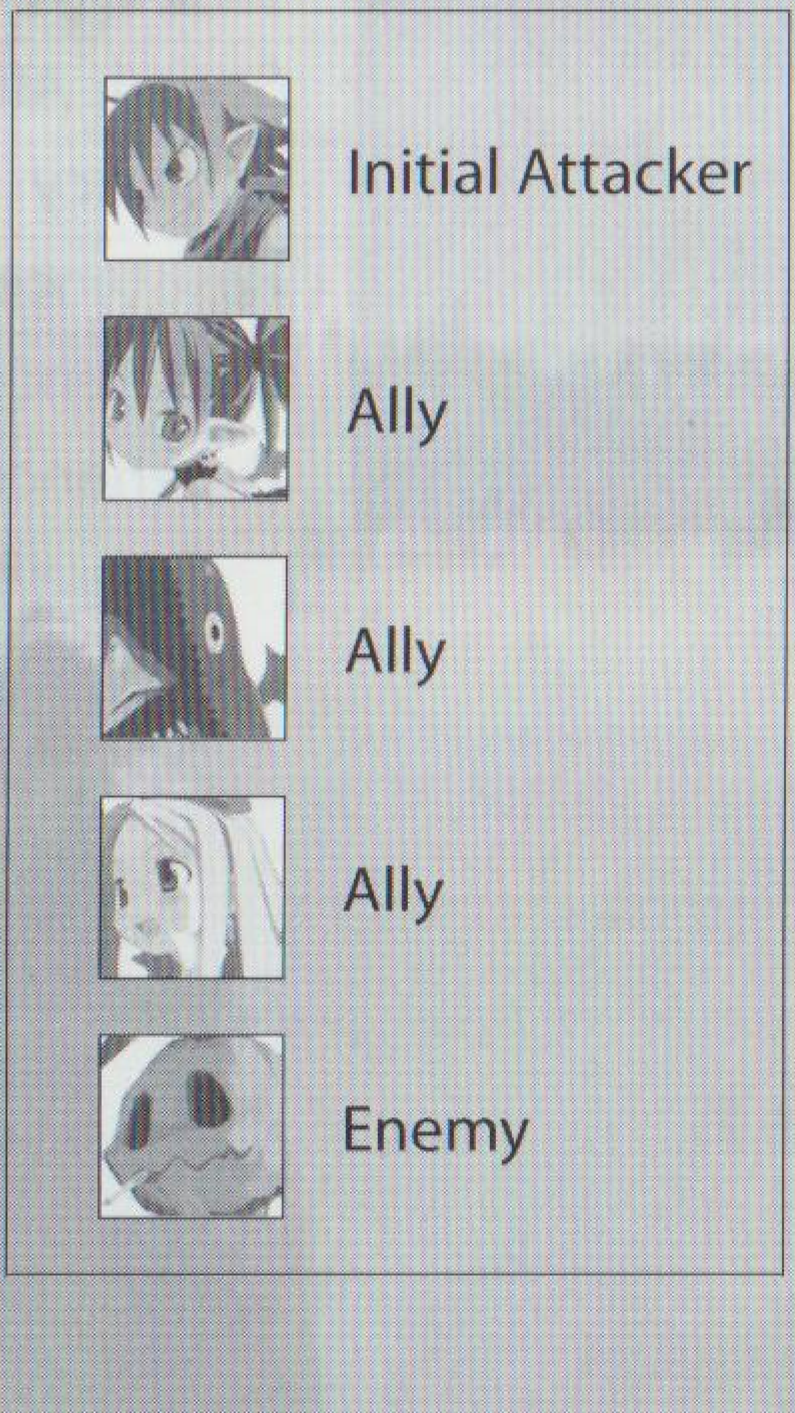
The conditions for a Team Attack are as follows:
·The initial attacker must be next to the target.
·The support characters must be next to the initial attacker.

2 ATTACKS
TOTAL DAMAGE 0

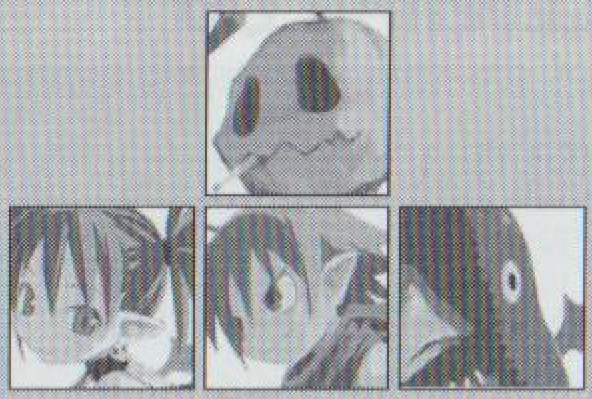
As long as they are next to the initial attacker, characters who have already finished their actions may participate in Team Attacks. Team Attacks will not occur if the initial attacker uses a Special Technique or attacks from long range using a spear, bow, or gun. Depending on the level of affinity between the adjacent allies, the "Chance of Team Attack" will vary. If the "Chance of Team Attack", which is displayed in the top left corner, is low, then a Team Attack will most likely not result when the selected character attacks the enemy.

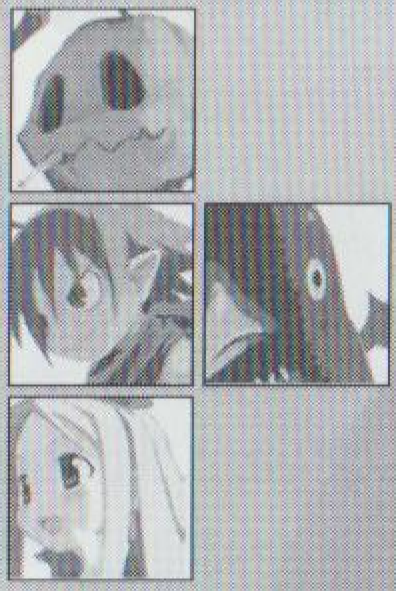
Ex. 1: Team Attack with 1 ally



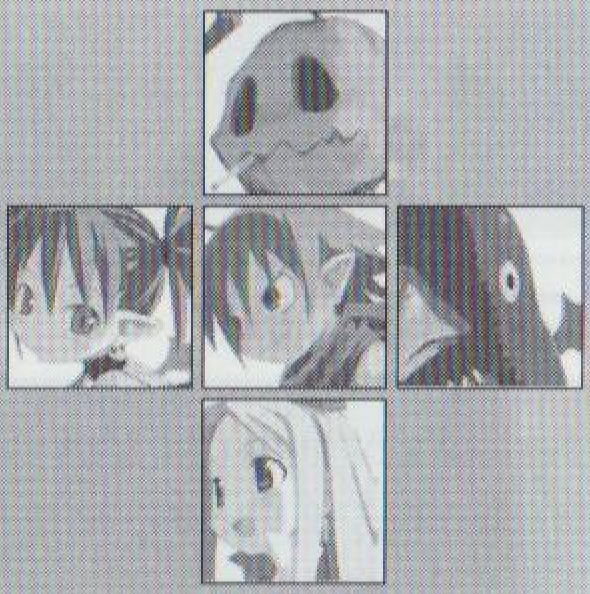


Ex. 2: Team Attack with 2 allies

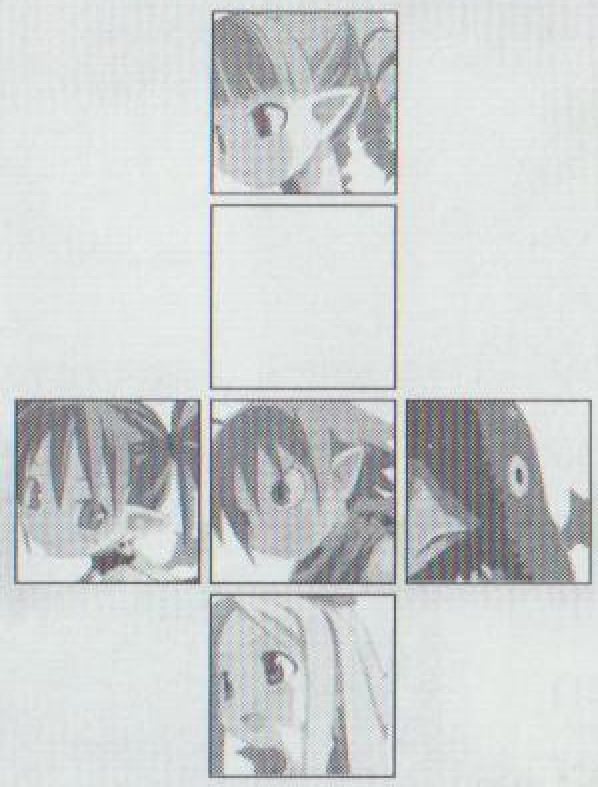




Ex. 3: Team Attack with 3 allies



As you can see, you can use the positioning of characters to your advantage..
Enemies can also use Team Attacks, so be careful…



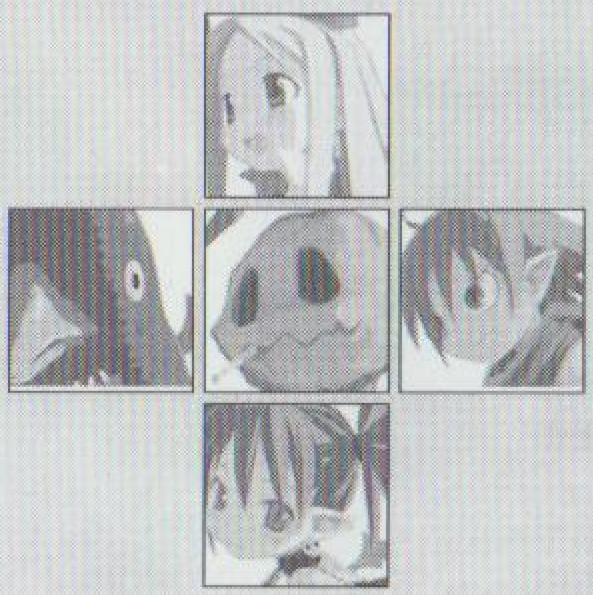
Important!

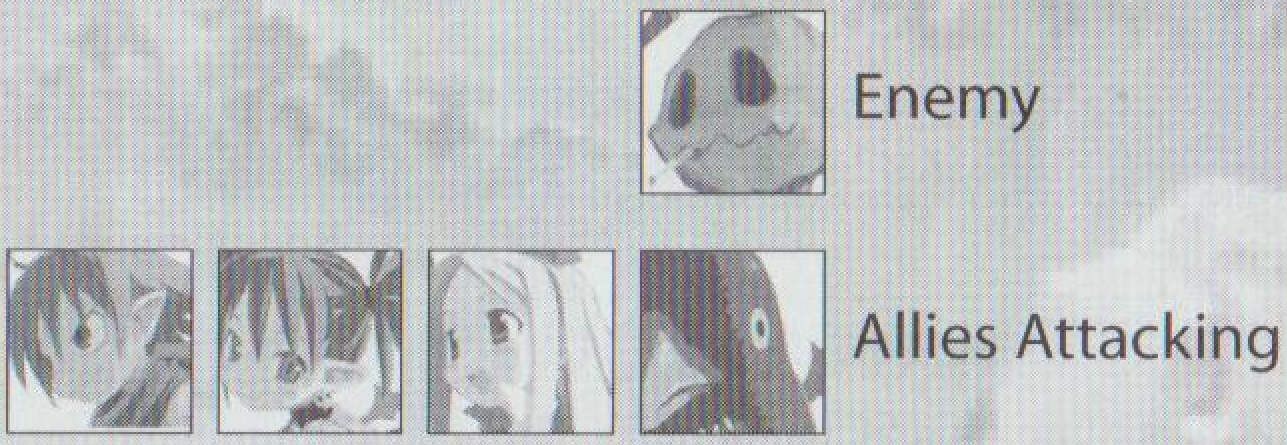
A long-range attack like the one pictured will not result in a Team Attack!

Combos

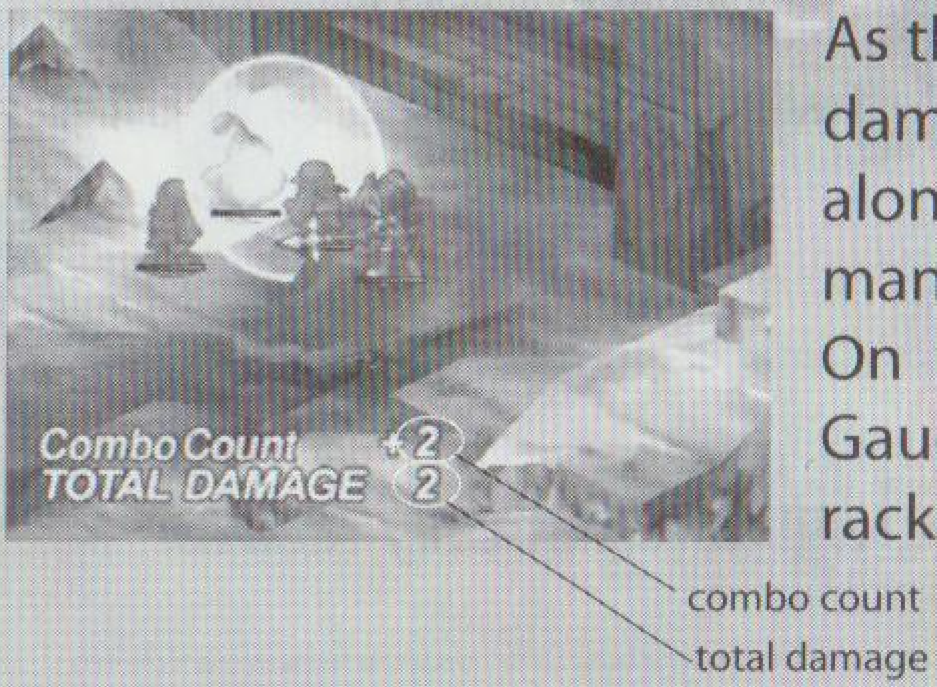
If you attack the same enemy consecutively during one turn, it is considered a "Combo".

For example...





This will be a 3-Hit Combo (the 1st hit is not counted).

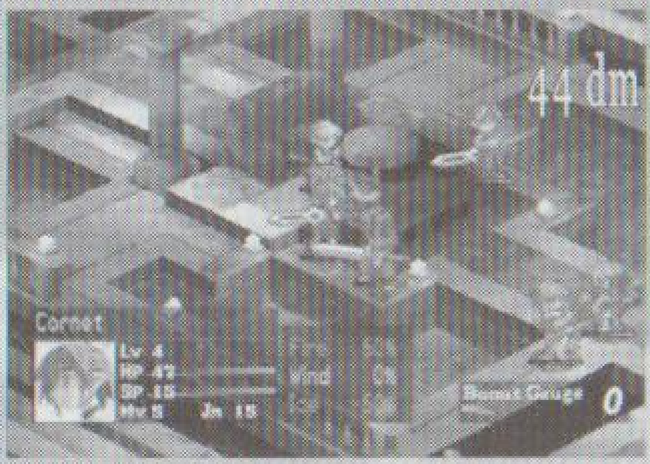


As the Combo Count goes up, so does the amount of damage dealt to the enemy. Using this technique along with Team Attacks, you will be able to defeat many strong foes.
On top of that, Combos also build up the Bonus Gauge faster than normal attacks. They are great for racking up high bonuses.

Important!

In order to do a Combo, you must attack the same enemy consecutively. It doesnt matter if normal attacks or Special Techniques are used, but the order the attacks are assigned does make a difference. If a different enemy is attacked by any character, the Combo Count will reset.

Height and Direction



The success of an attack will be heavily influenced by the direction from which a character attacks, as well as the relative height of that character to the target. In this game, height is measured in DM (tenths of a meter). If you attack the enemy from a higher position, you can deal major damage. But if you attack from a lower position, you will most likely deal less damage. The same is true for enemy characters. In other words, whoever has the high ground has the advantage.

The direction a character attacks from can also affect how much damage is dealt to an opponent. While an attack from either side will deal more damage than from the front, an attack from behind will be the most devastating. This applies to both allies and enemies. Remember, by taking advantage of your environment, you can gain the upper hand.

Important!

If the difference in height between two combatants is too great, attacking may not be possible.

Ailments

There are times when a character may be afflicted with an ailment caused by magic or a Special Technique. Ailments can be cured with items, magic, or at the Netherworld Hospital.

PSN	Poison. Lose HP every turn
SLP	Sleep. Cannot perform any action (will automatically recover with time)
PAR	Paralysis. Cannot move, but actions can still be taken
FGT	Forget. Cannot use Special Techniques
DPR	Depraved. Will not gain any experience

Netherworld Military Strategy

Two Major Assets

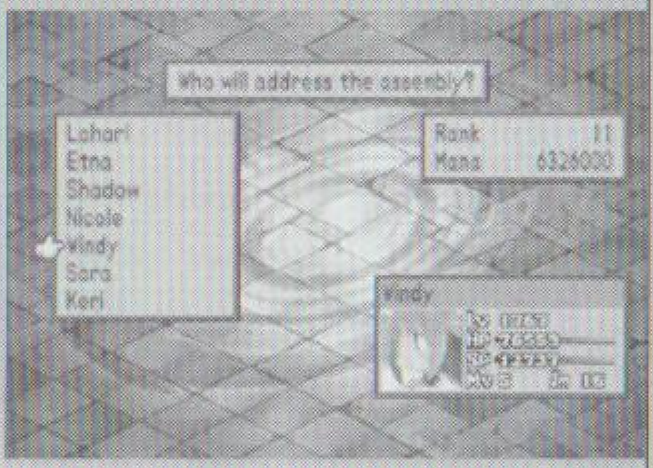
This section explains two important features of the game, The Dark Assembly and the Item World.

The Dark Assembly

What is the Dark Assembly?

At the Assembly, there are two important things you can do: create characters and submit proposals. For simple requests, the Assembly will not need to debate, but for important proposals, youll need the Assemblys approval. Dont ignore the Dark Assembly, or life in the Netherworld will not be easy.

Mana and Building Mana


Who will address the assembly?
Lahari
Etna
Shadow
Nicole
Windy
Sara
Keri
Rank 11
Mana 6326000
Windy

In order to summon the Assembly, you must build up Mana (energy). Mana is gained by defeating enemies. The stronger the enemy, the more Mana your character will gain. Only the character who deals the final blow to an enemy will receive Mana, so a character that hasnt defeated anyone will not be able to summon the Assembly. Keep that in mind when deciding who will finish off the enemy.

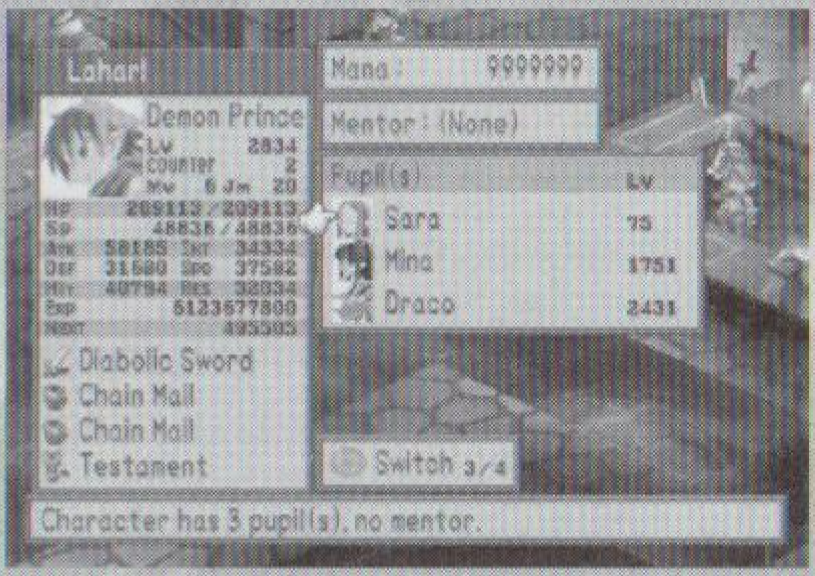
Creating Characters

By creating characters at the Assembly, you can add allies to your party, regardless of where you are in the story. At first, only characters of basic classes can be created.

Also, only low level capabilities can be selected for these characters. A characters overall capability is related to his/her basic abilities and rate of growth.

There are several ways of increasing the variety of classes and capabilities of characters available to you. One way is by leveling up your characters. When they reach a certain level, a new class may appear.

There are many hidden classes.
See if you can discover how to unlock them on your own...



Laharl
Demon Prince
Lv 2834
COUNTER 2
Mv 6 Jm 20
HP 209113 / 209113
SP 48836 / 48836
Atk 58188 Int 34334
Def 31680 Spd 37582
Hit 40794 Res 32034
Exp 5123677800
NEXT 495305
Diabolic Sword
Chain Mail
Chain Mail
Testament

Mana : 9999999
Mentor : (None)

Pupil(s)	Lv
Sara	75
Mina	1751
Draco	2431

Switch 3/4

Character has 3 pupil(s), no mentor.

Take the Promotion Exam

If you select "Promotion Exam" when visiting the Assembly, you will be thrown into battle. Only the character taking the exam may participate in this battle. If you pass the exam, your "Rank" will go up. As your Rank goes up, there will be more proposals you can present, and Senators with greater "Influence" will begin to participate in the sessions. It is to your advantage to get Senators with high Influence on your side, but be careful not to get on their bad side.

Important!

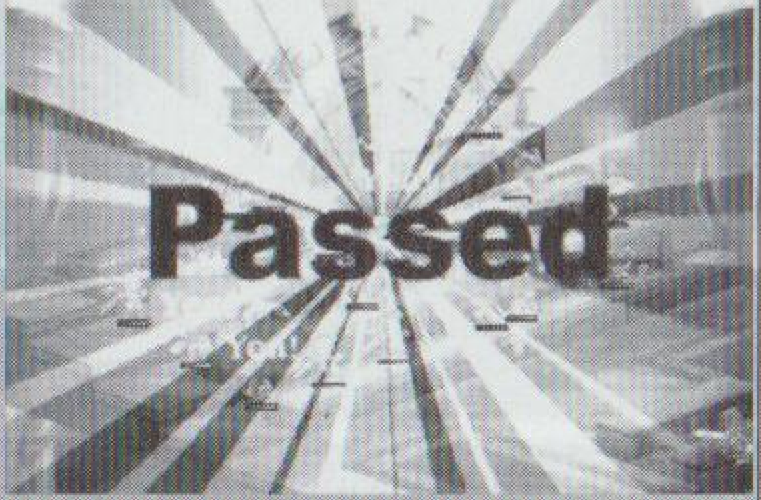
If you fail the Promotion Exam, its game over! Dont push your luck!

Presenting Proposals to the Assembly

More proposals become available to you as your Rank increases. For proposals that require the approval of the Assembly, the Senators will hold a vote. The weight of a Senators vote is based on how much Influence he/she has, so it is not just a matter of majority rules. When you are ready for the Senate to begin voting, open the menu by pressing the △ button. If the difference in points between the Yeas and the Nays is equal to or greater than the Mana required to present the proposal, then the proposal will pass.

Simply put, for the proposal to pass, the following equation must hold true:
Points for Yeas – Points for Nays ≥ Mana required for proposal

Think carefully before you submit a proposal, or you may end up wasting Mana.



Of course, if the proposal is rejected, you can always "Persuade by Force", but that is not recommended early in the game. (If you lose, its game over.)

Item World

What is the Item World?

The Item World is the world inside all items. There are many troublesome "Residents" dwelling inside the Item World. It might be best to subjugate them. Be careful, though, because some are quite strong. If you dont level up before challenging them, you will probably face a humiliating defeat.

To enter the Item World of an item you have equipped, you must first unequip that item. Keep in mind that you cannot take that particular item with you because you are going inside of that item. Dont forget to equip something in its place.

Leveling Up Items

With each floor that you clear, the item will gain a level. The farther down you go, the stronger the enemies become. You can only exit the Item World after every 10th floor. Make sure that you are prepared before entering.

Find the Specialists!

There are good Residents, too. They are called "Specialists". If you press the ☐ button at the Item Status Screen, you may see a job title such as "Gladiator" or "Sentry" displayed on the screen. That means that somewhere in that Item World there is a Specialist with that particular job -- a Specialist that can raise one of the items stats. When you encounter Specialists in the Item World, they act as neither friends nor foes. If you are able to defeat them, they will submit to Laharl and power up the item they inhabit.

Moving Residents

Once you defeat Specialists, you can move them from one item to another, transferring their abilities/bonuses too. There is a limit to the size of the population for each item, however. When transferring Specialists, you cannot exceed this limit. If, for instance, the description of an item reads "Pop. 5/12", that means that currently there are 5 Residents living in the item, and the item can hold a maximum of 12. The population limit is determined by the items "Rarity".

Combining Residents

When the population reaches its limit, you can combine Residents to make more room. Select "Combine Residents", and then choose an item. Combining Residents only works when more than 1 Specialist of the same job are inhabiting a particular Item World. Doing so will allow you to reorganize your Residents and further power up an item, as new Residents can be moved in... By repeating this process, you can make powerful items.

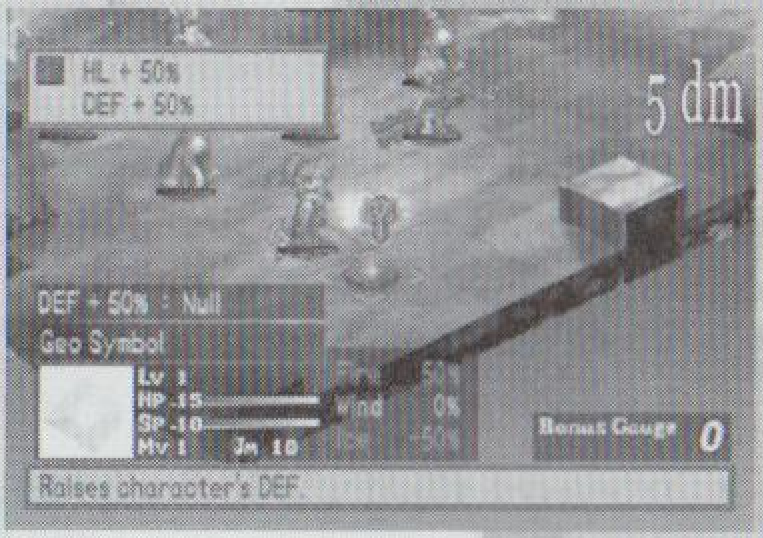
Rarity

The rarer an item (the lower its Rarity), the more valuable it is. The rarest items are called "Rares" and "Legends". Rares and Legends are powerful items that allow for large populations. Their Item Worlds also have more floors than normal items, which means their levels can be increased higher. They are extremely handy to have.

Netherworld Military Strategy

Geo Tactics

Geo Panels



Geo Panels are the flashing panels on the area map. By placing Geo Symbols on them, you can cause a variety of effects.

Geo Symbols

Geo Symbols are the pyramid-like objects that are on the area map. You can destroy them by attacking them or using Special Techniques.

Geo Effects

Example: If a Geo Symbol (ATK+50%) was placed on top of a yellow Geo Panel, all yellow Geo Panels would have the effect of ATK+50%, and any characters on them would be affected.

Destroying a Geo Symbol

By destroying a Geo Symbol, you can change the color of corresponding Geo Panels or nullify them. When all Geo Panels have been destroyed, a Panel Termination Bonus is awarded.

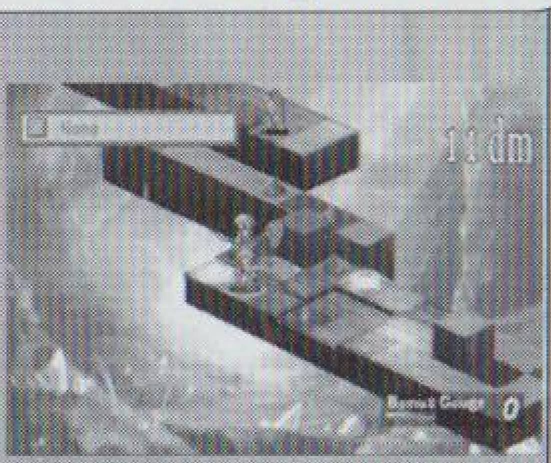
RED	If destroyed on a Geo Panel, all panels of the same color will turn red.
GREEN	If destroyed on a Geo Panel, all panels of the same color will turn green.
BLUE	If destroyed on a Geo Panel, all panels of the same color will turn blue.
YELLOW	If destroyed on a Geo Panel, all panels of the same color will turn yellow.
PURPLE	If destroyed on a Geo Panel, all panels of the same color will turn purple.
NULL	If destroyed on a Geo Panel, all panels of the same color will disappear.

Nullifying All Geo Panels

Go for the Panel Termination Bonus!

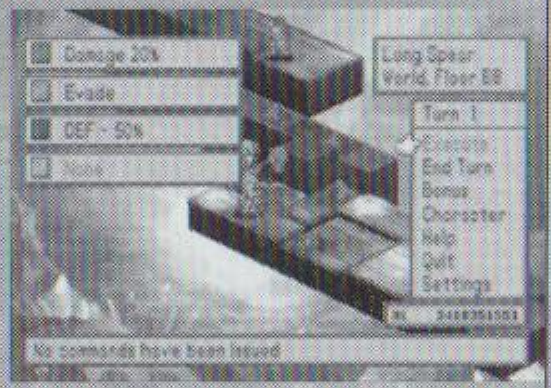
Beginner Lesson: One by One!

Lets start off by nullifying the Geo Panels one by one.


None
11 dm
Bonus Gauge 0

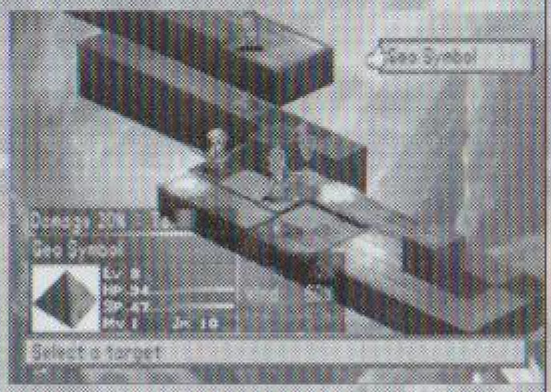
1) Check all the Geo Symbols on the map.
In this case, there are 3 Geo Symbols.

2) Press the △ button to see which type of Geo Panels are present. This area map has red, blue, green, and yellow Geo Panels.


Damage 20%
Evade
DEF - 50%
None
Long Spear World, Floor 88
Turn 1
Execute
End Turn
Bonus
Character
Help
Quit
Settings

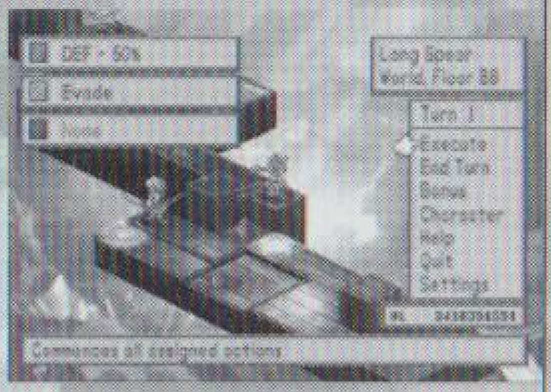
No commands have been issued

3) Compare the Geo Panels with the Geo Symbols.
In this case, there are no yellow Geo Symbols.
That makes yellow a good color to destroy first.


Geo Symbol
Damage 20%
Geo Symbol

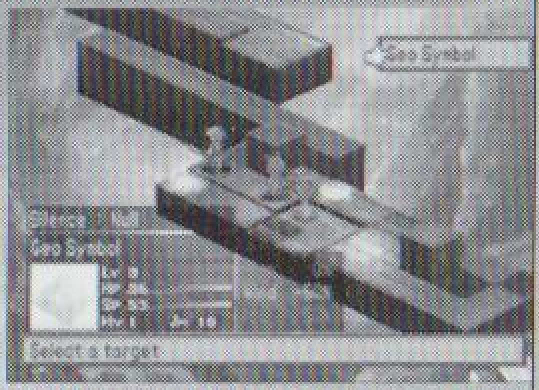
Select a target

4) Place the red Geo Symbol on a yellow Geo Panel and destroy it.
All yellow Geo Panels will turn red, and yellow will be gone for good.


DEF - 50%
Evade
None
Long Spear World, Floor 88
Turn 1
Execute
End Turn
Bonus
Character
Help
Quit
Settings

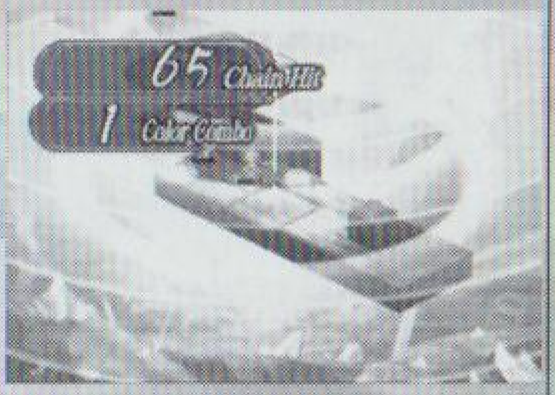
Commences all assigned actions

5) Now put the blue Geo Symbol on a red Geo Panel and destroy it.
The red Geo Panels will become blue, and only blue and green Geo Panels will remain.


Geo Symbol
Geo Symbol

Select a target

6) Put a green Geo Symbol on a blue Geo Panel and destroy it.
All remaining Geo Panels will be green.


65 Chain Hit
1 Color Combo

7) Lastly, if you destroy the Null Geo Symbol on a green Geo Panel, you will receive the Panel Termination Bonus.

Intermediate Lesson: Color Chains!

Once you can easily terminate all Geo Panels using the method described in the Beginner Lesson, then you will be ready for the Intermediate Lesson.

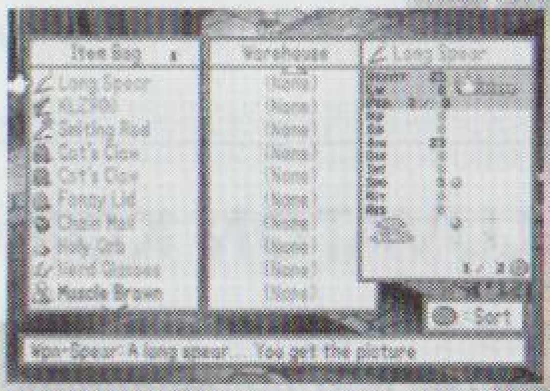
1) Check all the Geo Symbols on the map.
   This map has a red, a green, and a Null Geo Symbol.
2) Press the △ button to see which type of Geo Panels are present.
   Imagine that there are red, green, and blue Geo Panels.
3) Compare the Geo Panels with the Geo Symbols.
   There are no blue Geo Symbols, so start with blue.
4) Place the green Geo Symbol on a blue Geo Panel and select “Attack”.
   The blue Geo Panels will turn green once the symbol is attacked,
   but for the moment, do not execute the command.
5) Place the red Geo Symbol on a green Geo Panel and select “Attack”.
   The green Geo Panels will turn red after the red Geo Symbol is attacked.
   However, you should again wait to execute the order.
6) Lastly place the Null Geo Symbol on a red Geo Panel and select “Execute”.
7) The attacks will be carried out in the order that you assigned them. In this scenario, the Geo Symbols will be attacked in the following order: green, red, Null. When the green symbol is destroyed, the blue panels will become green. When the red symbol is destroyed, the green panels will turn red. Lastly, when the Null Geo Symbol is destroyed, the red panels will be destroyed and you will be awarded the Panel Termination Bonus. On top of that, the Bonus Gauge goes up quicker when you use Color Chains. Try it out!

Advanced Lesson: Use Your Brain!

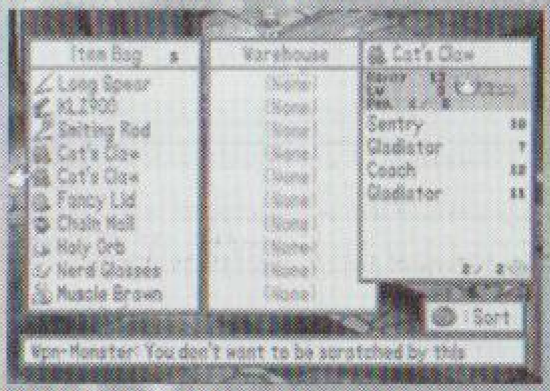
It is not always necessary to attack each and every Geo Symbol individually to destroy all the Geo Panels. If you utilize the damage that the panels deal when they change colors to destroy other Geo Symbols, you can create an impressive Color Chain. Just use your brain!

Weapon Mastery

Every character has an ability level with each of 7 weapons (fists, swords, spears, bows, guns, axes, and staffs). By equipping a weapon and having a character fight with it, you can raise his/her experience with that type of weapon. As the characters level of Weapon Mastery rises, he/she will learn Special Techniques specific to that weapon. The higher his/her level of Weapon Mastery is for a certain type of weapon, the more the characters stats will be raised when that kind of weapon is equipped.


Item Bag
Long Spear
KL2900
Smiting Rod
Cat's Claw
Cat's Claw
Fancy Lid
Chain Mail
Holy Orb
Nerd Glasses
Muscle Brown
Warehouse
(None)
Long Spear
Sort

Wpn-Spear: A long spear... You get the picture


Item Bag
Long Spear
KL2900
Smiting Rod
Cat's Claw
Cat's Claw
Fancy Lid
Chain Mail
Holy Orb
Nerd Glasses
Muscle Brown
Warehouse
(None)
Cat's Claw
Sentry
Gladiator
Coach
Gladiator
Sort

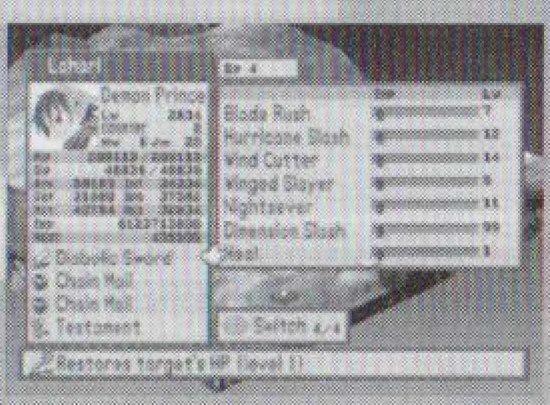
Wpn-Monster: You don't want to be scratched by this

Important!

Special Techniques cannot be learned when staffs or monster-only weapons are equipped. While monsters can equip a few special weapons, they cannot improve their level of Weapon Mastery. However, when a monster reaches a high enough level, equipping a weapon will provide a greater increase to the monsters stats.

Extra Gain

A new character created with the permission of the Assembly and the character who created him/her are connected by a strong bond. For example, if Laharl were to create a Warrior, the Warrior would be Laharls pupil, and Laharl would be the Warriors mentor. A mentor gains bonus points as his/her pupil grows. Also, if a mentor is next to his/her pupil on the map, the mentor will be able to use any magic the pupil has learned at magic level 0. If the mentor uses the pupils magic enough and reaches level 1or higher for a particular spell, then he/she will learn that magic and be able to use it at any time. This relationship between mentor and pupil is known as "Extra Gain".


Laharl
Demon Prince
Blade Rush
Hurricane Slash
Wind Cutter
Winged Slayer
Nightsever
Dimension Slash
Heal
Diabolic Sword
Chain Mail
Chain Mail
Testament
Switch

Restores target's HP (level 1)

Bonus Gauge
0

Varoitus

Tämä levy sisältää pelin PlayStation®2 -tietokonepelijärjestelmään. Älä käytä tätä levyä missään muussa järjestelmässä, koska se voi vahingoittua. Tämä levy soveltuu vain PlayStation®2:n PAL-järjestelmää käyttäville markkinoille, eikä sitä voi käyttää muissa PlayStation®2 -versioissa. Lue PlayStation®2 -järjestelmän käyttöohje huolellisesti ennen käyttöönottoa. Kun laitat levyn PlayStation®2 -konsoliin, aseta se aina tekstipuoli ylöspäin. Älä kosketa levyn pintaa, vaan pidä levyn reunoista kiinni. Pidä levy puhtaana äläkä naarmuta sitä. Jos pinta likaantuu, pyyhi se varovasti pehmeällä kuivalla kankaalla. Älä jätä levyä lähelle lämmönlähteitä, suoraan auringonvaloon tai kovin kosteaan tilaan. Älä käytä epäsäännöllisen muotoista, murtunutta, taipunutta tai liimalla korjattua levyä, koska ne saattavat aiheuttaa käyttöhäiriöitä.

Terveydellisiä näkökohtia

• Jos olet pelannut videopeliä yhtäjaksoisesti tunnin ajan, pidä 15 minuutin tauko ennen pelaamisen jatkamista. • Älä pelaa videopelejä, kun olet väsynyt tai et ole nukkunut tarpeeksi. • Huolehti pelatessasi siitä, että huone on valaistu hyvin ja että istut niin kaukana kuvaruudusta kuin virtajohto sallii. • Jotkut ihmiset kokevat epileptisiä kohtauksia katsellessaan vilkkuvia valoja tai kuvioita jokapäiväisessä ympäristössä. Nämä henkilöt voivat saada kohtauksia katsellessaan TV-kuvaa tai pelatessaan videopelejä. Sellaisillakin pelaajilla, jotka eivät ole koskaan aikaisemmin saaneet kohtauksia, voi olla kaikesta huolimatta piilevä epilepsia. Käänny lääkärin puoleen ennen videopelien pelaamista, jos olet epileptinen. Ota heti yhteys lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakkoliikkeitä, epätietoisuutta ympäristöstäsi ja/tai kouristuksia.

LUVATON KOPIOINTI

Tämän tuotteen jokaisen peliosan tai koko tuotteen luvatonta jäljentämistä sekä rekisteröityjen tavaramerkkien luvatonta käyttöä pidetään melko varmasti rikoksena. LUVATON KOPIOINTI vahingoittaa sekä kuluttajia että laillisia suunnittelijoita, julkaisijoita ja vähittäiskauppiaita. Jos epäilet, että tämä pelituote on luvaton kopio tai jos sinulla on muita luvattomasti kopioituja tuotteita koskevia tietoja, soita paikalliseen asiakaspalvelunumeroon, joka on annettu tämän käyttöohjeen takasivulla.

Katso asiakaspalvelunumerot (Customer Service Numbers) tämän ohjekirjan takasivulta.

Mikä on PEGI-ikäluokitusjärjestelmä?

Pan European Games Information (PEGI) on Euroopassa käytettävä videopelien ikäluokitusjärjestelmä. (Sitä ei käytetä maissa, joissa on lain nojalla noudatettava muita järjestelmiä.) PEGI sisältää kaksi erillistä, toisiaan täydentävää elementtiä. Ensimmäinen on ikäluokitus:

3+ 7+ 11+ 15+ 18+

Toisen muodostavat pelin sisältöä kuvaavat symbolit. Yhteen peliin voi liittyä useita symboleita. Pelin ikäluokitus määräytyy sisällön mukaan. Symbolit:

VÄKIVALTA KIROILU KAUHU SEKSI HUUMEET SYRJINTÄ

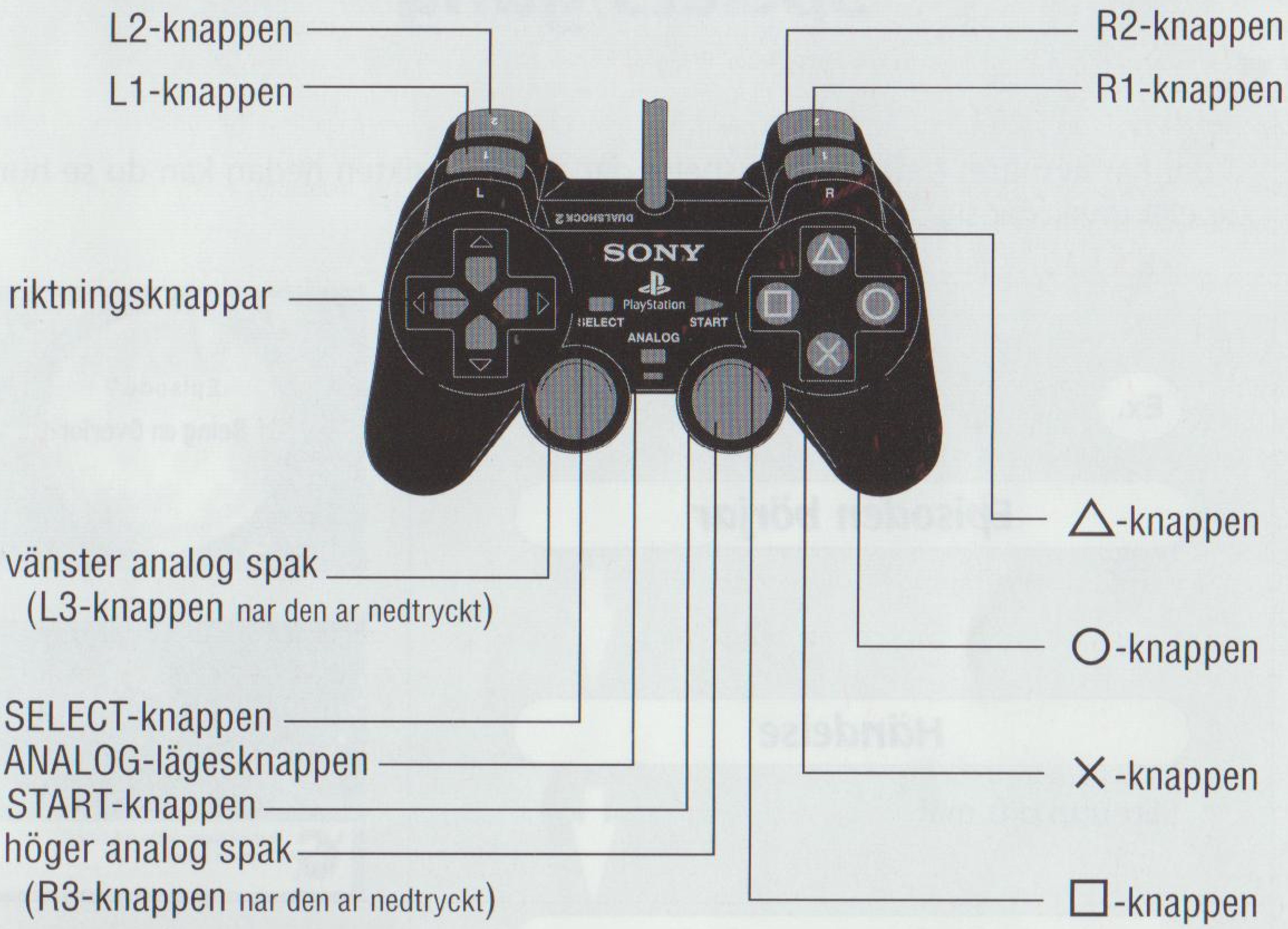
PEGI-järjestelmän ansiosta vanhemmat ja muut lapsille pelejä ostavat voivat valita pelaajan ikäluokalle sopivia tuotteita. Lisätietoja on osoitteessa http://www.pegi.info

SLES-52458

1 pelaaja • Memory Card (Muistikortti) (8MB) (PlayStation®2:ta varten) : minimi 385KB • Yhteensopiva Analogisen Ohjaimen kanssa: vain analogiset sauvat

Disgaea: Hour of Darkness © 2003-2004 NIPPON ICHI SOFTWARE INC.
Kirjasto-ohjelmat © 1997-2004 Sony Computer Entertainment Inc:n yksinoikeudelliset käyttöoikeudet: Computer Entertainment Europe.VAIN KOTIKÄYTTÖÖN. Luvaton jäljentäminen, mukailu, vuokraus, lainaus, jälleenmyynti, pelihallikäyttö, käytöstä veloitus, lähetys, julkinen tai Internetin kautta esittäminen, kaapelin kautta tapahtuva tai muu tietoliikennepohjainen jakelu, poiminto tai käyttö on kielletty. Tämän tuotteen tai minkään sen tavaramerkillä tai tekijänoikeuksilla suojatun osan jakelu tai erottaminen on kielletty.
Julkaisija: KOEI Co., Ltd.
Suunnittelija: NIPPON ICHI SOFTWARE INC.

DEN ANALOGA HANDKONTROLLENS (DUALSHOCK®2) KONFIGURATION


L2-knappen
L1-knappen
R2-knappen
R1-knappen
riktningsknappar
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2
L
R
△-knappen
vänster analog spak
(L3-knappen nar den ar nedtryckt)
○-knappen
SELECT-knappen
ANALOG-lägesknappen
START-knappen
höger analog spak
(R3-knappen nar den ar nedtryckt)
×-knappen
□-knappen

riktningsknappar	Flytta figur/markören
○-knappen	Avbryt
×-knappen	Bekräfta, hoppa över meddelande
△-knappen	Öppna meny
□-knappen	*Översiktskarta*: Genom att placera markören på en figur samtidigt som du håller ned □-knappen och trycker på någon av riktningsknapparna kan du vända figuren i en annan riktning. *Statusskärm*: Ändra sida
L1-knappen	Rotera översiktskartan medsols
R1-knappen	Rotera översiktskartan motsols
L2-knappen	Zooma in och ut på översiktskartan
R2-knappen	Flytta markören till figurer som inte har flyttats ännu
SELECT-knappen	Sätt på/stäng av Geo Effect-skärmen
ANALOG-lägesknappen	Växla mellan Analogt läge (indikator: röd) och Digitalt läge (indikator: av)
Lägesindikator	*Analogt läge (indikator: röd):* Den vänstra analoga spaken kan användas i stället för riktningsknapparna

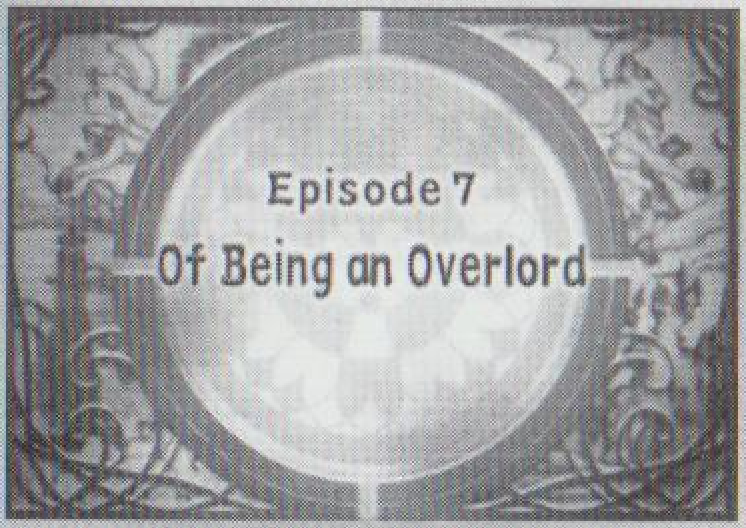
*Vibreringsfunktionen används inte i det här spelet.

Spelets gång

I det här avsnittet förklaras hur spelet går till. I översikten nedan kan du se hur spelet utvecklar sig.

Ex.

Episoden börjar

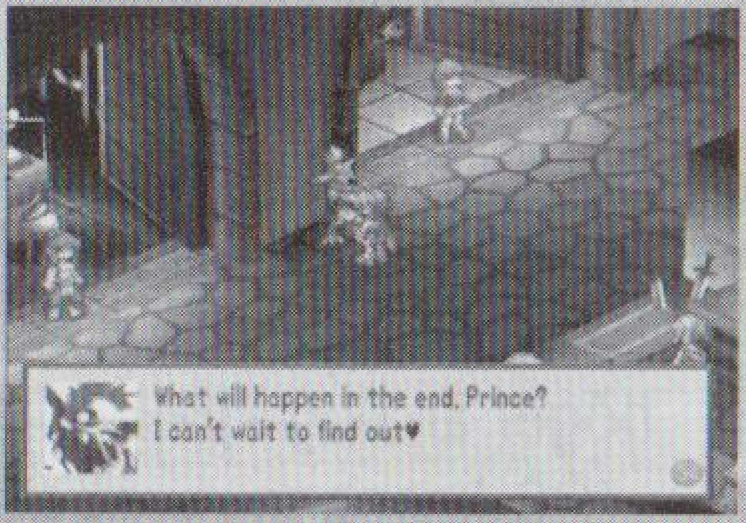

Episode 7

Of Being an Overlord

↓

Händelse

Sätt upp ditt mål


What will happen in the end, Prince?
I can't wait to find out♥

↓

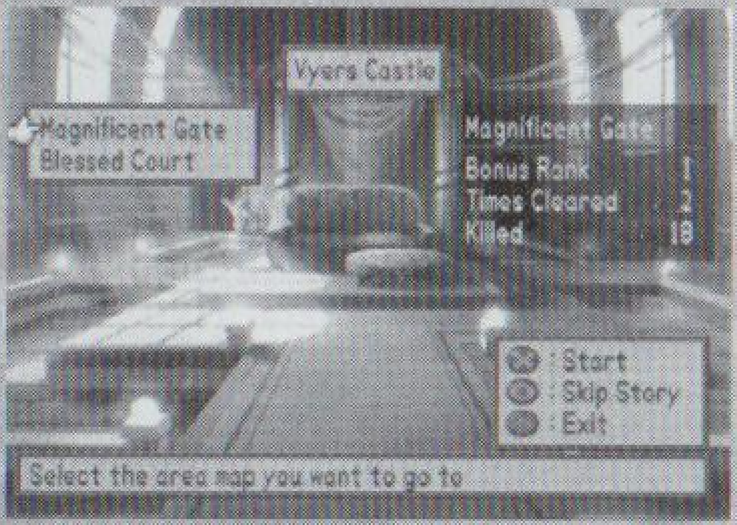
Krigsherrens slott

Butiker/sjukhus/samla/information/
sammankomster/föremål/spara

↓

Välja översiktskarta

Välj destination


Vyers Castle
Magnificent Gate
Blessed Court
Start
Skip Story
Exit

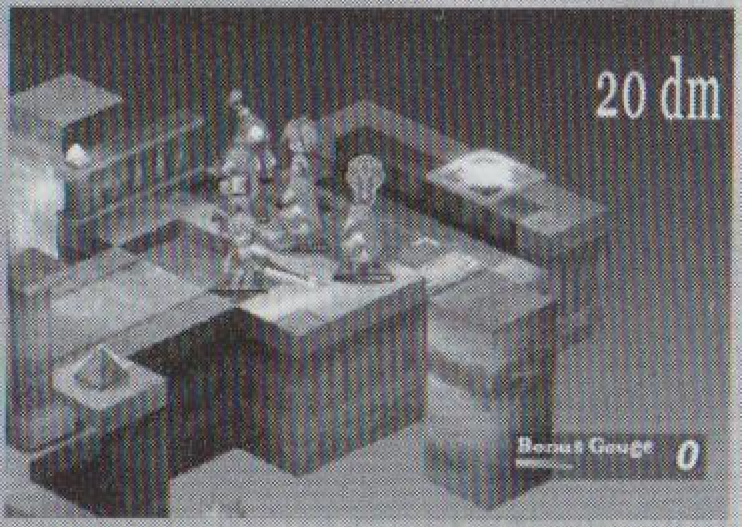
Magnificent Gate
Bonus Rank 1
Times Cleared 2
Killed 18

Select the area map you want to go to

↓

Översiktskarta

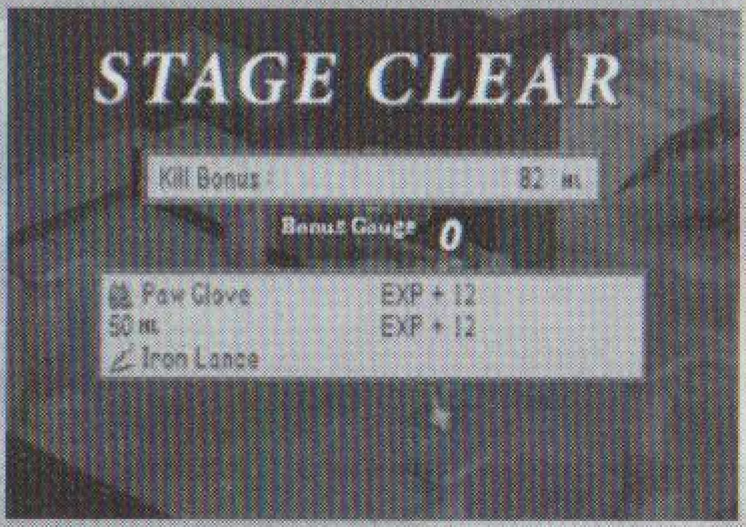
Strid/händelse


20 dm
Bonus Gauge 0

↓

Slut på episod

Målet har uppnåtts!
Gå vidare till nästa episod ...


STAGE CLEAR

Kill Bonus 82 HL

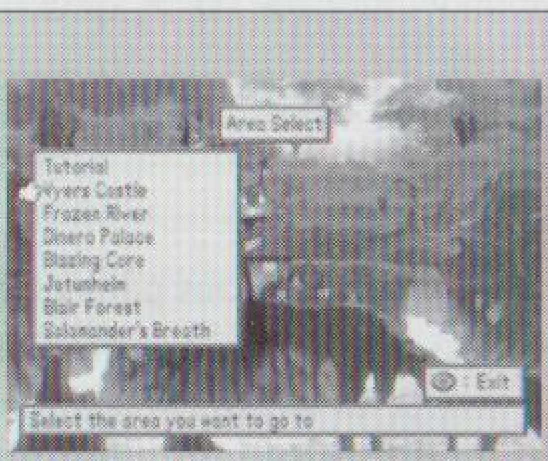
Bonus Gauge 0

Paw Glove EXP + 12
50 HL EXP + 12
Iron Lance

Allt som allt finns det 14 episoder.
Utgången av spelet beror dock på hur du väljer att spela.

Välja destination

Välj område

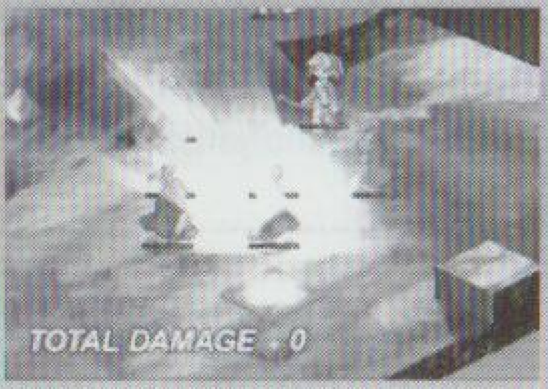

Area Select
Tutorial
Wyers Castle
Frozen River
Dinero Palace
Blazing Core
Jotunheim
Blair Forest
Salamander's Breath
: Exit

Select the area you want to go to

Vid händelser och under samtal i krigsherrens slott blir nya områden tillgängliga för dig att besöka.

Varje område har underområden som kallas för översiktskartor. När du har valt ett visst område kan du markera den översiktskarta som du vill visa. Du går framåt i spelet genom att klara av de olika översiktskartorna.

Översiktskarta


TOTAL DAMAGE : 0

En 3D-karta av det slag som visas till höger kallas för översiktskarta. Alla strider (omgångsbaserade) genomförs på en översiktskarta. Med hjälp av ett omgångsbaserat stridssystem turas spelaren och datorn om med att ge befallningar till sina respektive styrkor.

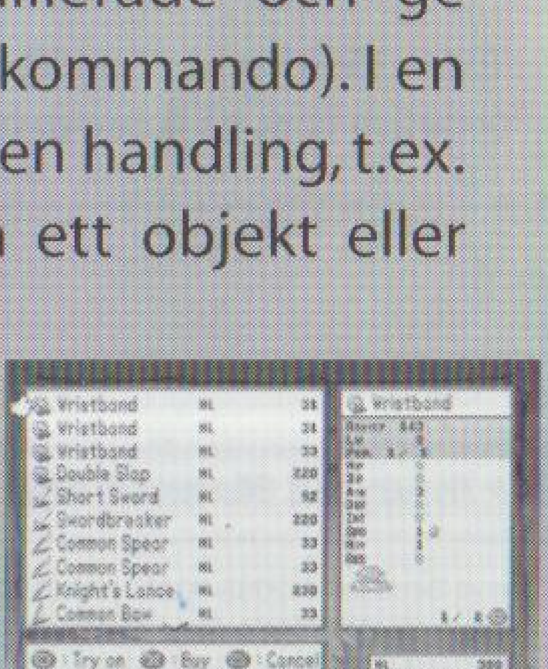
Flytta figurer

Om du pekar med markören mot baspanelen på översiktskartan och trycker på × -knappen visas en lista över figurer som du kan flytta. Du flyttar en figur genom att markera den och sedan trycka på × -knappen. Det går endast att flytta en figur i taget och det får endast finnas tio figurer på kartan samtidigt.

Figurkommandon

När du vill slåss mot fienden ska du först utse dina allierade och ge henne/honom order från menyn Character Command (figurkommando). I en omgång kan varje figur flyttas en gång och dessutom utföra en handling, t.ex. attackera, använda sig av en specialteknik, lyfta och kasta ett objekt eller använda ett föremål.

*Du kan välja kommandona "Equip" (utrusta) och "Status" hur många gånger du vill. (Du kan inte byta utrustning när du väl har utfört en handling.)


Wristband
Wristband
Wristband
Double Slap
Short Sword
Swordbreaker
Common Spear
Common Spear
Knight's Lance
Common Bow
Wristband
: Try on
: Buy
: Cancel

Wpn-Fist Soaks up sweat

Försiktighetsåtgärder

Den här skivan innehåller programvara för datorunderhållningssystemet PlayStation®2. Använd inte skivan i något annat system eftersom det då kan skadas. Den här skivan uppfyller endast PlayStation®2-specifikationerna för PAL-marknaden. Den kan inte användas på andra specifikationsversioner av PlayStation®2. Läs instruktionshandboken till PlayStation®2 noggrant för korrekt användning. När du sätter in skivan i PlayStation®2 ska du alltid se till att placera den med rätt uppspelningssida nedåt. Vidrör inte skivans yta när du hanterar den. Håll den i kanterna. Håll skivan ren och undvik att repa den. Om ytan är smutsig kan du försiktigt torka ren den med en torr mjuk trasa. Lämna inte skivan nära värmekällor eller i direkt solljus eller överdriven fuktighet. Använd inte oregelbundet formade skivor, spruckna eller skeva skivor eller skivor som har reparerats med klister, eftersom det kan leda till tekniskt fel.

Hälsovarning

• Se till att du tar en paus på ungefär 15 minuter under varje timme som du spelar. • Undvik att spela när du är trött eller har sovit för lite. • Spela alltid i ett väl upplyst rum, och sitt så långt från skärmen som sladden tillåter. • Vissa människor erfar epileptiska kramper när de utsätts för blinkande ljus eller mönster i den dagliga miljön. • De människorna kan erfara kramper när de ser på TV eller spelar videospel. Även människor som aldrig haft kramper kan ändå ha en oupptäckt epileptisk åkomma. Konsultera läkare innan du spelar videospel om du har en epileptisk åkomma eller omedelbart om du upplever något av följande symptom när du spelar: yrsel, synförvrängningar muskelryckningar, andra ofrivilliga rörelser, minskad medvetenhet om omgivningen, mental förvirring eller konvulsioner.

Piratkopiering

Obehörig kopiering av alla eller några delar av den här produkten eller obehörig användning av registrerade varumärken utgör troligen en kriminell handling. PIRATKOPIERING skadar både konsumenter och rättmätiga utvecklare, utgivare och återförsäljare. Om du misstänker att den här spelprodukten är en obehörig kopia, eller har någon annan information om piratkopierade produkter, ber vi dig ringa det lokala kundtjänstkontoret som finns angivet på baksidan av den här handboken.

Se sista sidan i denna manual för hur man kontaktar Kundtjänst
(Customer Service Numbers).

Vad är PEGI-åldersgränssystemet?

Pan European Games Information (PEGI) är åldersgränssystemet som gäller för tv-spel i Europa (förutom där andra åldersgränssystem gäller enligt lag). PEGI består av två olika element som kompletterar varandra. Det första är en åldersgräns:-

3+™ 7+™ 12+™ 16+™ 18+™

Det andra är ikoner som beskriver spelets innehåll. Beroende på typen av spel kan det finnas ett antal sådana ikoner. Åldersgränsen för ett spel sätts i enlighet med styrkan på spelinnehållet. Följande ikoner finns:-

VÅLD

SVORDOMAR

SKRÄCK

EROTISKT INNEHÅLL

DROGER

DISKRIMINERING

PEGI tillåter föräldrar och andra som köper spel till barn att välja spel som är lämpliga för barn i den ålderskategorin. Mer information finns på adressen http://www.pegi.info

SLES-52458

1 spelare • Memory card (Minneskort) (8MB) (för PlayStation®2) : minst 377KB • Kompatibelt med analog kontroll: endast analoga styrspakar

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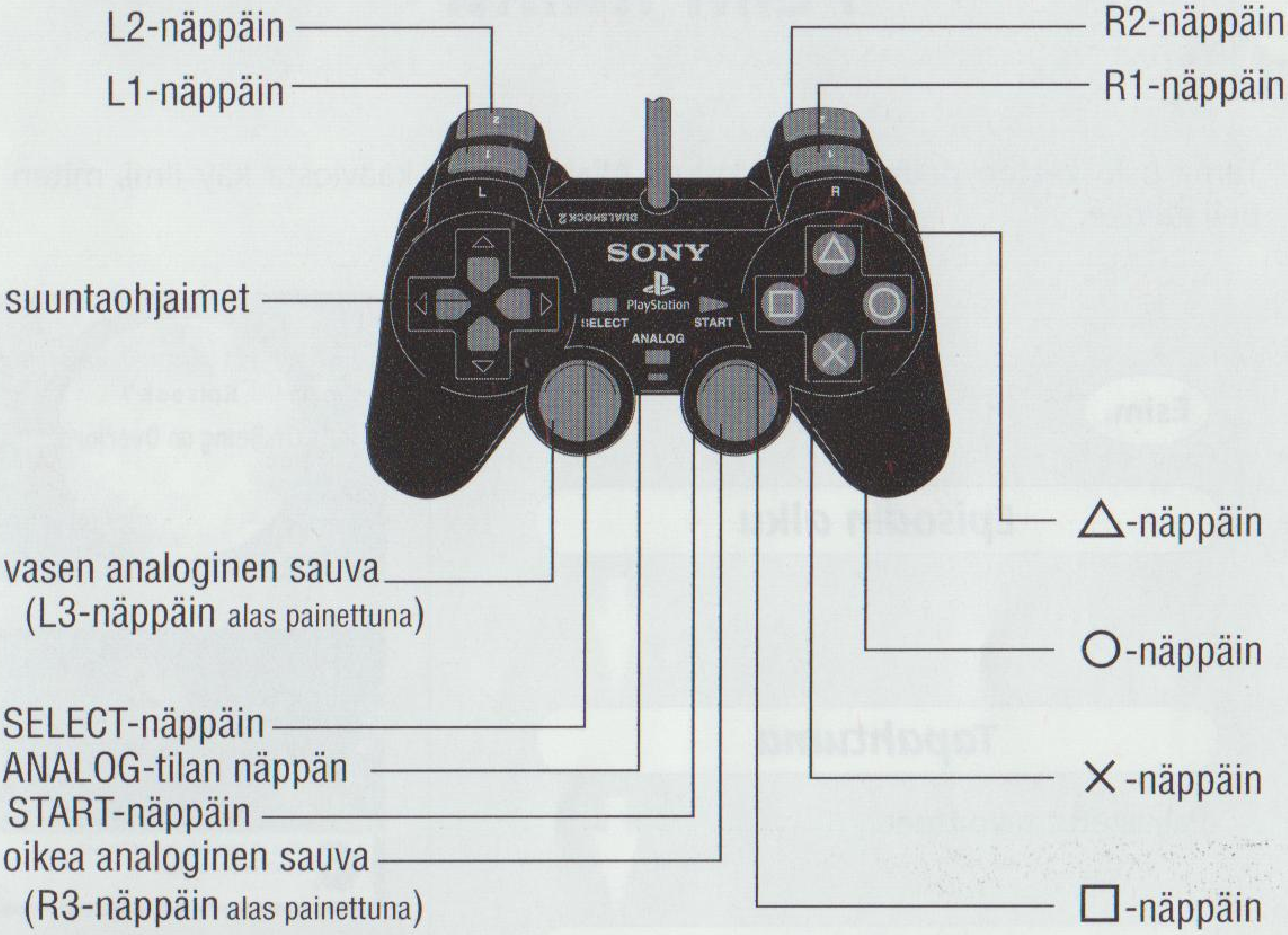
ANALOGISEN OHJAIMEN (DUALSHOCK®2) ASETUKSET


L2-näppäin
L1-näppäin
R2-näppäin
R1-näppäin
suuntaohjaimet
△-näppäin
vasen analoginen sauva
(L3-näppäin alas painettuna)
○-näppäin
SELECT-näppäin
ANALOG-tilan näppän
START-näppäin
oikea analoginen sauva
(R3-näppäin alas painettuna)
✕-näppäin
□-näppäin

suuntanäppäimet	Liikuta hahmoa/kohdistinta
○-näppäin	Peruuta
×-näppäin	Vahvista, ohita viesti
△-näppäin	Avaa valikko
□-näppäin	*Aluekartta*: Kun kohdistin on hahmon kohdalla, suuntanäppäimen painaminen □-näppäin pohjassa vaihtaa suuntaa, johon hahmo katsoo. *Status-näyttö*: Vaihda sivua
L1-näppäin	Pyöritä aluekarttaa myötäpäivään
R1-näppäin	Pyöritä aluekarttaa vastapäivään
L2-näppäin	Lähennä/loitonna aluekarttaa
R2-näppäin	Liikuta kohdistin hahmoihin, jotka eivät ole vielä liikkuneet
SELECT-näppäin	Geo Effect -näyttö käytössä / ei käytössä
ANALOG-tilan näppäin	Vaihda Analogisen tilan (merkkivalo: punainen) ja Digitaalisen tilan (merkkivalo: pois päältä) välillä
Tilan merkkivalo	*Analoginen tila (merkkivalo: punainen):* Vasenta analogista sauvaa voi käyttää suuntanäppäinten sijaan

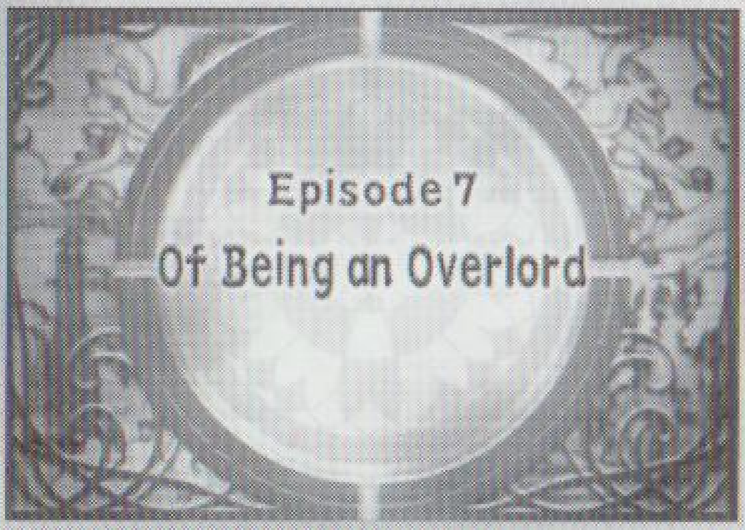
*Tässä pelissä ei käytetä värinätoimintoa.

Pelin kulku

Tämä osio kertoo pelin yleisen kulun. Alla olevasta kaaviosta käy ilmi, miten peli etenee.

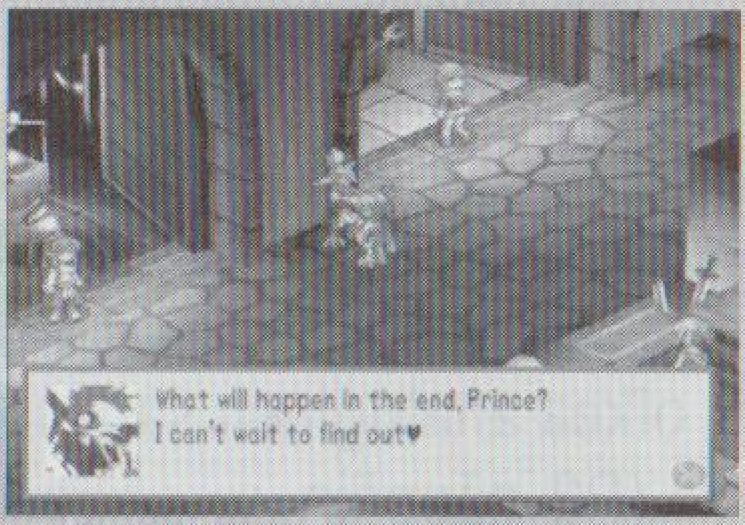
Esim.

Episodin alku


Episode 7
Of Being an Overlord

Tapahtuma

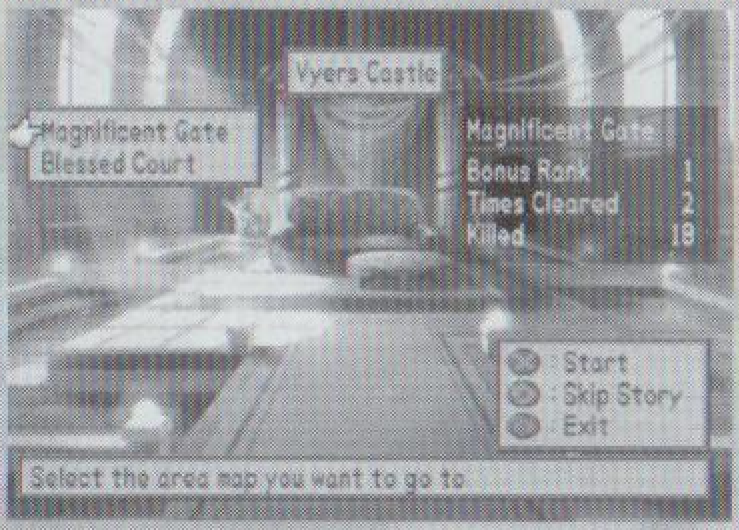
Paljastetut tavoitteet



What will happen in the end, Prince?
I can't wait to find out♥

Overlordin linna

Kaupat/Sairaala/Kerää tietoa/
Kokoa/Esinemaailma/Tallenna

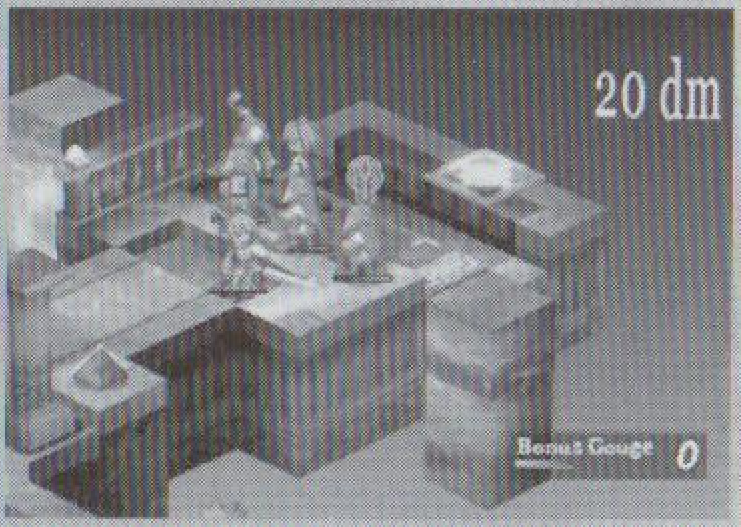

Vyers Castle
Magnificent Gate
Blessed Court
Magnificent Gate
: Start
: Skip Story
: Exit

Bonus Rank 1
Times Cleared 2
Killed 19

Select the area map you want to go to

Aluekartan valinta

Valitse päämäärä

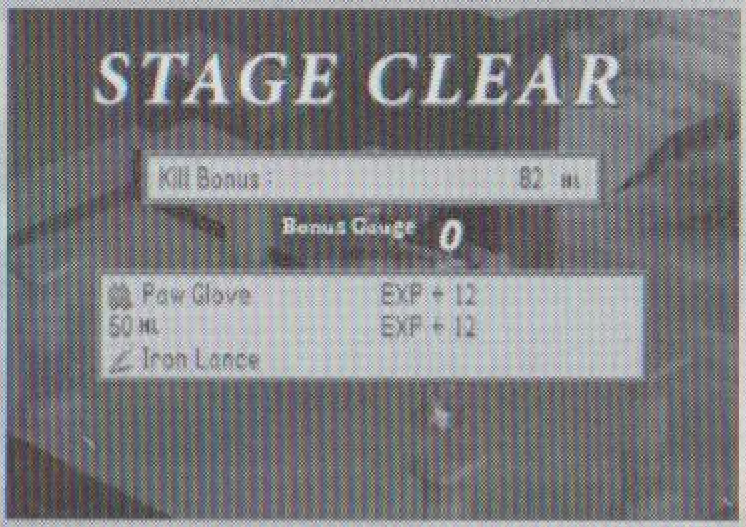

20 dm
Bonus Gauge 0

Aluekartta

Taistelu/Tapahtuma

Episodin loppu

Tavoitteet suoritettu!
Kohti seuraavaa episodia...


STAGE CLEAR
Bonus Gauge 0

Kill Bonus : 82 HL

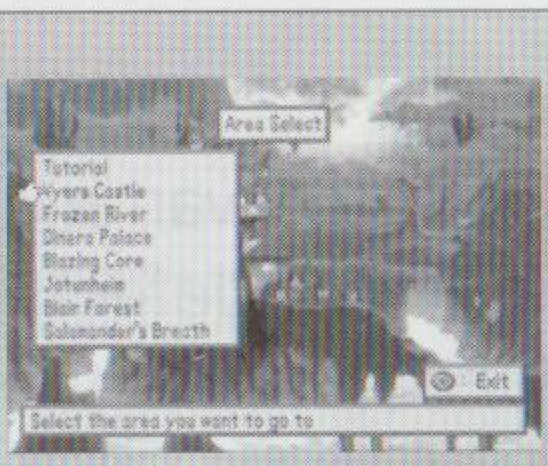
Paw Glove EXP + 12
50 HL EXP + 12
Iron Lance

Pelissä on yhteensä 14 episodia.
Lopputulos riippuu kuitenkin siitä, miten pelaat.

Päämäärän valinta

Alueen valinta

Overlordin linnan tapahtumien ja siellä käytyjen keskustelujen kautta avautuu uusia alueita tutkittaviksi.


Area Select
Tutorial
Wyera Castle
Frozen River
Diners Palace
Blazing Core
Jotunheim
Blair Forest
Salamander's Breath
Exit

Select the area you want to go to

Kullakin alueella on ala-alueita, joita kutsutaan aluekartoiksi. Valittuasi tietyn alueen voit valita aluekartan, jolle haluat mennä. Pelissä edistytään puhdistamalla aluekarttoja vihollisista.

Aluekartta

Oikealla olevan 3D-kartan kaltaisia karttoja kutsutaan aluekartoiksi. Kaikki (vuoropohjaiset) taistelut käydään aluekartoilla. Vuoropohjaista taistelujärjestelmää käyttäen pelaaja ja tietokone antavat komentoja yksiköilleen vuorotellen.

TOTAL DAMAGE : 0

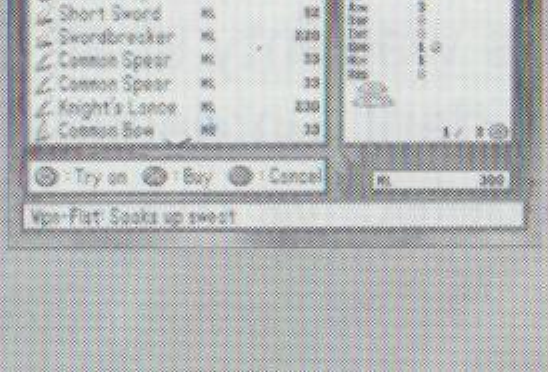
Hahmojen lähettäminen

Jos laitat kohdistimen aluekartan Base Panel -pohjapaneeliin ja painat ×-näppäintä, näet listan lähetettävistä hahmoista. Voit lähettää hahmon valitsemalla sen ja painamalla ×-näppäintä. Voit lähettää vain yhden hahmon kerrallaan, ja kannattaa muistaa, että kartalla voi kerrallaan olla vain kymmenen hahmoa.

Hahmokomennot

Taistele vihollista vastaan valitsemalla kukin liittolainen ja antamalla sille käskyjä Character Command (hahmokomento) -valikossa. Yksittäisen vuoron aikana kukin hahmo voi liikkua kerran ja suorittaa toiminnon, kuten hyökätä, käyttää erikoistekniikkaa, nostaa ja heittää esineen tai käyttää esinettä.

*Komennot "Equip" (varusta) ja "Status" (tila) voi valita niin monta kertaa kuin haluaa. (Huomaa, että varusteita ei voi vaihtaa toiminnon suorittamisen jälkeen.)


Wristband
Wristband
Wristband
Double Slap
Short Sword
Swordbreaker
Common Spear
Common Spear
Knight's Lance
Common Bow
Wristband
Try on
Buy
Cancel

Wpn-Flat: Soaks up sweat

FOR THE UK

LIMITED WARRANTY

KOEI Ltd. warrants to the original purchaser that this Game Disc shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI Ltd. will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Ltd. by calling the Customer Service Department at +44 (0) 1462 476130, between the hours of 9 a.m. to 5:00 p.m., Monday through Friday.
5. If the Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorisation number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc, POSTAGE PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code (barcode) within the 90-day warranty period to:

KOEI Limited
Suite 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom

Please allow 28 days from dispatch for the return of your Game Disc.

This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Customer Services Numbers

- **Australia** — **1300 365 911**

  Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Österreich** — **0820 500 535**

  0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Belgique/België/Belgien** — **011 516 406**

  Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Danmark** — **33 26 68 00**

  Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

- **Suomi** — **0600–411911**

  17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- **France** — **0820 31 32 33**

  Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Deutschland** — **01805 766 977**

  0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Ελλάδα** — **00321 0678 2000**

  Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

- **Ireland** — **0818 365065**

  All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Israel** — **09 971170**

  Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Italia** — **848 82 83 84**

  Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

- **Malta** — **21 344700**

  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Nederland** — **0495 574 817**

  Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

- **New Zealand** — **09 415 2447**

  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Norge** — **820 75 050**

  Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

- **Portugal** — **707 23 23 10**

  Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

- **España** — **902 102 102**

  Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

- **Sverige** — **08 587 822 40**

  Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

- **Suisse/Schweiz/Svizzera** — **0848 84 00 85**

  Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **UK** — **08705 99 88 77**

  National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.

SLES-52458

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